THE VIRGIN COMPUTER SERIES

Series editors: Tim Hartnell & Clive Gifford

MORE

ADVENTURES FOR YOUR ZX SPECTRUM

CLIVE GIFFORD

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MORE ADVENTURE GAMES FOR YOUR ZX SPECTRUM

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By Clive Gifford

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Tim Hartnell is the most widely-published computer author in the world. Founder of the National ZX Users' Club, and founding editor of *ZX Computing* magazine, Tim has been involved over the years in a wide variety of computer activities. His published works include *The Personal Computer Guide* (Virgin Books) and *The Giant Book of Computer Games* (Fontana).

CLIVE GIFFORD — SERIES EDITOR AND AUTHOR

Clive Gifford is an 18-year-old planning to go to university to study Politics and Psychology. He has contributed to *ZX Computing* magazine, and has previously written *Making the Most of Your Dragon 32*. Any leisure time is spent playing golf and hockey and listening to music.

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Sue Walliker is a freelance illustrator.

ACKNOWLEDGEMENTS

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SOME ARE NOT PREPARED TO BE REALISTS — THEIR MINDS WANDER TO FAR-OFF PLACES AND FANTASIES OF ENORMOUS PROPORTIONS. THIS BOOK IS TO THOSE WHO HAVE LIVED THEIR FANTASIES THROUGH THE MEDIUM OF THE ADVENTURE GAME.

CONTENTS

Editor's Introduction

Here is your chance to really test yourself, to trade your 'zapping alien' skills for logic, deduction and foresight and be plucked from your everyday lifestyle to survive in a situation vastly different from normal.

This book is packed with adventure games that will test your brain power and your nerve. The contributors have been selected from the very best adventure designers and programmers, and the result is a varied but always interesting collection of adventures.

The programming styles are varied too; from studying the listings you can learn much about the adventure writing process. At the back of the book, a chapter on writing your own adventures should aid you considerably.

Finally, I hope you enjoy playing and solving these adventures as much as we enjoyed writing and preparing them.

Clive Gifford, series editor
Ashford, Middlesex
June 1984

Author's Introduction

Following the great interest shown in the first book, I am pleased to be able to introduce a second book of adventures for your enjoyment. I have followed the first book, in that I have tried to include a series of adventures set in vastly different scenarios, involving different objectives and different ways of achieving them. The resultant programs also show a wide variety of adventure programming styles, from the more simple 'Lunatic Dreams' — which consists almost completely of data — to the much more complex Graphics and Text adventure, 'The Swordsman of Kraxis 7'.

The chapter at the back (which, in the first book, gave an insight into writing adventures) has been replaced with a section on how to play adventures. Thus, those of you who bought the first book will not be losing out on a duplicated back chapter. It should, in fact, aid you greatly, as I have included some clues to the first book of adventures.

As with the last book, I hope these adventures give you many hours of enjoyment and teach you something at least about the adventure programming world.

Clive Gifford
London
September 1984

THE SWORDSMAN OF KRAXIS 7

In the days of Kramar the Relentless, before the coming of the Watchers, a little known scribe aspired to become the leading swordsman of his humble planet, Kraxis 7.

After many trials and tribulations, he achieved his goal and, with it, the Sword of Destiny — at that time little more than a ceremonial trinket, but later to become the central object in a universal struggle for galactic power and dominance.

Then the Watchers arrived and with them came untold suffering and chaos. Many worlds were destroyed, many others subject to the terror that the Watchers created. Your world may soon be under attack and you must make an attempt to save it.

The Sword of Destiny wielded by the Swordsman of Kraxis 7 is the only possible way to stop the Watchers. Whoever has the sword can control space and temporal movements on a grand scale; and, in the right hands, the sword can banish the Watchers from the galaxy.

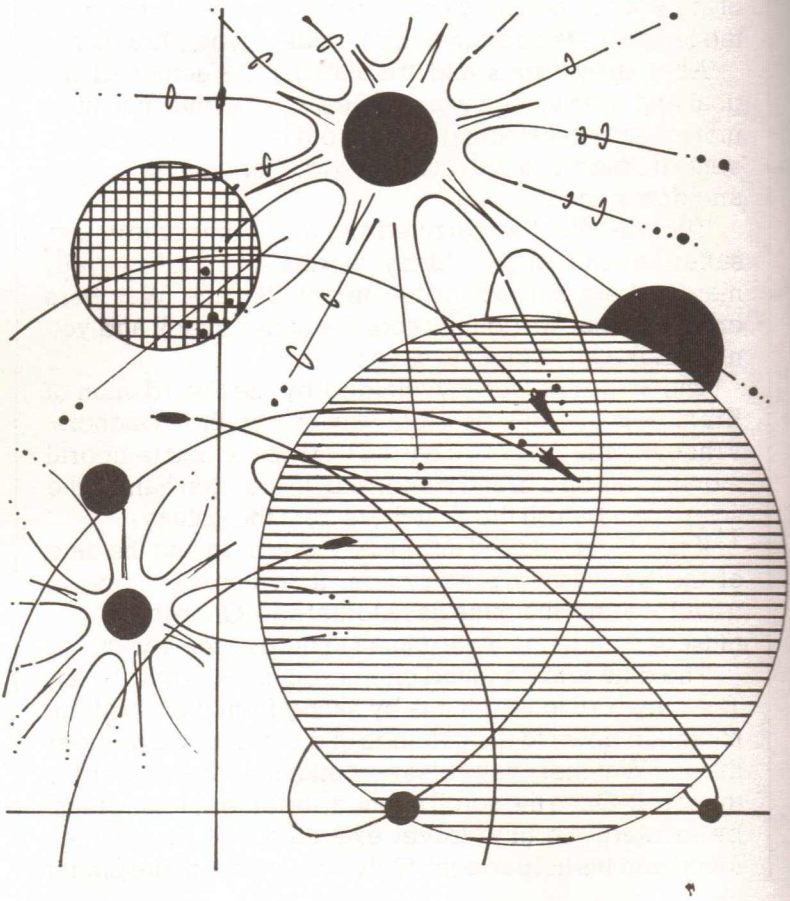
Kraxis 7 has passed into history; you must find the date of the Swordsman's existence, then use this code to travel in a time machine back to that age. Once there, you must persuade the Swordsman to help in some way.

The date is to be found on a scroll in Gamroth Castle. The only way to reach it is by skiing from the top of the mountain down to the grounds of the castle. Remember that the Watchers have also sent minions out to search for the scroll. Once the scroll is found, the time machine must be located, the time travel executed, the Swordsman found and his help sought. Only then is your home planet

of Andromeda 14 — and the rest of the galaxy — safe.

This epic contest is an example of what can be done with three or four separate programs linked together under a common theme. Before you start the adventure, type RAND, followed by GOTO 1. The inputs at the start of the game should be in lower case.

The final piece of advice concerns the skiing part of the adventure. There are 25 gates which must be ski'd through, by pressing 'f', 'g' and 'h'. The UDGs for the trees and the skier are created by the graphic a, b, c, d and e keys.



```
   1 REM *****THE SWORDSMAN OF KRAXIS
7*****
   2 BORDER 2: INK 7: PAPER 1: CLS
   3 PRINT AT 7,3; FLASH 1:"THE SWORDS
MAN OF KRAXIS 7"
   4 PRINT AT 14,10:"PRESS A KEY"
   5 IF INKEY$<>"" THEN  GO TO 8
   6 BEEP .007,RND*50
   7 GO TO 5
   8 BEEP 1,25
   9 REM *****ski down hill*****
  10  GO TO 5000: REM
  20 FOR n=1 TO 8
  30 PRINT AT 10,p;" ": POKE 23692,-1:
 PRINT AT 21,0: PRINT
  40 LET a$=INKEY$: IF a$>"e" AND a$<"
i" THEN  LET d=CODE a$-101
  50 LET p=p+d-2: IF NOT p OR p=31 THE
N  LET d=2
  60 PRINT AT 10,p; INK 8;CHR$ (143+d)
; INK 4
  70 LET g=g+r1
  80 PRINT AT 21,0; INK 4;z$(  TO g-5)
; INK 2;TAB g+6; INK 4;z$(g+7 TO )
  90 BEEP (.05 AND n<>8),a(m+n)
 100 IF ATTR (10,p)<>58 THEN  LET e=1:
 LET n=8
 110 NEXT n: RETURN
 150 FOR s=1 TO 25: GO SUB 20
 160 IF e THEN  GO TO 500
 170 LET m=m+(8 AND NOT m)-(8 AND m)
 180 LET r=INT (RND*25-12): GO TO 180+
(g+r>5 AND g+r<24)
 190 LET r1=r/10
 200 PRINT AT 21,0; INK 4;z$( TO g-4);
g$; INK 4;z$(g+7 TO ): PRINT AT 21,0;
FLASH 1;s
 210 NEXT s
 250 LET r1=0: FOR i=1 TO 2: GO SUB 20
```

```
: IF e THEN  GO TO 500
 250 NEXT i
 300 FOR i=1 TO 10: BEEP .1,RND*30: BO
RDER RND*7
 310 PRINT AT 9,p;" ": POKE 23692,-1:
PRINT AT 10,p;" ";AT 21,0
 320 PRINT  INK 4;" ";TAB 31;" ": NE
XT i
 330 PRINT  INK 4:z$: PRINT AT 5,5; FL
ASH 1;"well done you made it"
 400 FOR i=1 TO 25: BORDER RND*7: BEEP
 .05,i: PRINT AT 10,p; INK RND*5:CHR$
(143+d): NEXT i
 410 FOR T=1 TO 500: NEXT T: GO TO 700
 500 REM ****lose****
 510 PRINT AT 5,5; FLASH 1;"better luc
k next time"
 520 FOR i=1 TO 25: BORDER RND*7: BEEP
 .05,i: PRINT AT 10,p; INK RND*5:CHR$
(143+d): NEXT i
 530 GO TO 1
 600 STOP
 700 REM ****LEVEL 2****
 705 CLS
 706 LET MV=0
 707 LET MT=INT (RND*100)+1
 708 LET P=INT (RND*100)+1
 709 IF P=MT THEN  GO TO 707
 720 DIM L(100)
 721 RESTORE 728
 722 FOR T=1 TO 100
 724 READ L(T)
 726 NEXT T
 728 DATA 0,1,4,3,0,1,6,0,1,1
 730 DATA 1,2,0,0,4,3,2,3,0,1
 732 DATA 6,1,4,3,0,3,1,6,2,2
 734 DATA 1,5,5,5,0,4,3,1,2,2
 736 DATA 0,5,5,5,5,2,4,1,2,2
 738 DATA 0,4,5,5,5,5,1,3,3,4
```

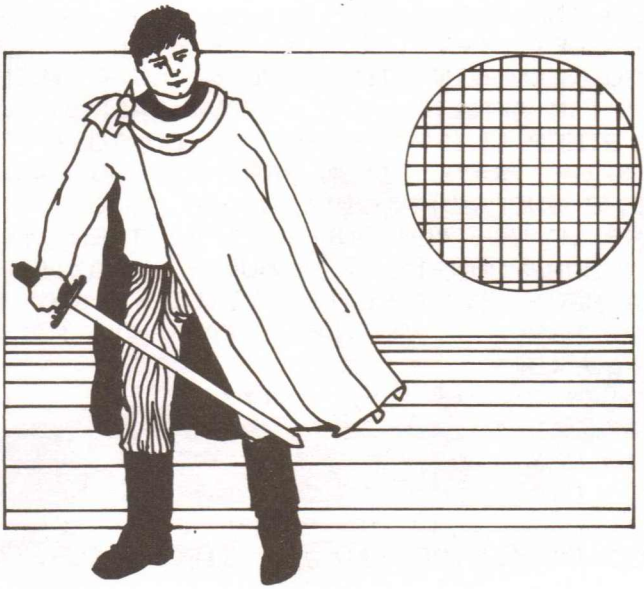
```
 740 DATA 1,3,6,2,6,6,2,6,6,5
 742 DATA 4,3,0,1,6,6,2,1,6,1
 744 DATA 5,5,5,5,4,6,2,1,3,3
 746 DATA 0,6,2,1,0,4,0,1,3,1
 749 REM ***END OF DATA***
 750 BORDER INT (RND*8)
 754 PRINT : PRINT : PRINT
 755 PRINT "POSITION:"
 756 PRINT
 757 IF P=MT THEN  GO TO 960
 758 IF L(P)=0 THEN  PRINT "IN THE CAS
TLE'S GARDENS"
 760 IF L(P)=1 THEN  PRINT "IN A HALLW
AY OF SOME KIND"
 762 IF L(P)=2 THEN  PRINT "IN A SMALL
 DARK ROOM"
 764 IF L(P)=3 THEN  PRINT "BY A WINDO
W"
 766 IF L(P)=4 THEN  PRINT "IN A DARKE
NED PASSAGEWAY"
 768 IF L(P)=5  THEN  PRINT "IN THE MA
GNIFICENT STATE ROOM"
 770 IF L(P)=6 THEN  PRINT "NEAR SOME
EVIDENCE OF THE       CASTLE'S RECENT
SACKING"
 800 REM ***INPUT DATA***
 810 INPUT "n,s,e,w,m";A$
 820 IF A$<>"n" AND A$<>"s" AND A$<>"e
" AND A$<>"w" AND A$<>"m" THEN  GO TO
810
 830 IF A$="n" AND P>10 THEN  LET P=P-
10
 840 IF A$="s" AND P<90 THEN  LET P=P+
10
 850 IF A$="e" AND P<100 THEN  LET P=P
+1
 860 IF A$="w" AND P>1 THEN  LET P=P-1
 870 IF A$="m" THEN  PRINT : PRINT : P
RINT "YOU HAVE MADE ";MV;" MOVES"
```

```
 880 LET MV=MV+1
 890 IF MV>60 THEN  PRINT : PRINT : PR
INT "YOU RAN OUT OF TIME": BEEP 2,4: B
EEP 3,1: GO TO 1
 900 GO TO 750
 960 REM ***FOUND IT***
 970 FOR T=1 TO 35
 980 BEEP .1,T
 990 NEXT T
1000 CLS : PRINT AT 10,4; FLASH 1:"YOU
'VE FOUND THE SCROLL"
1010 LET CC=INT (RND*8999)+1000
1020 PRINT : PRINT : PRINT "IT TELLS Y
OU THAT THE DATE YOU  REQUIRE TO REACH
 THE SWORDSMAN'SERA IS ":CC
1040 PAUSE 0
1050 PRINT : PRINT : PRINT "YOU LEAVE
```

```
THE CASTLE WITH THE  VITAL INFORMATIO
N. AFTER MUCH  TRAVELLING, YOU REACH
THE CITY  OF AURORA...YOU NEED SOMETHI
NG HERE???"
1500 REM ****LEVEL 3****
1510 LET P=1
1515 RESTORE 1554
1520 DIM S$(10,200): DIM H$(10,200): D
IM H(10): DIM J$(10,200): DIM J(10)
1530 FOR T=1 TO 10
1534 READ S$(T)
1540 READ H$(T)
1542 READ H(T)
1544 READ J$(T)
1546 READ J(T)
1550 NEXT T
1554 DATA "YOU ARE IN A STRANGE ROOM.
FULL OF DIALS, YOU CAN HEAR A TICKINGS
OUND...IT STOPS!!!"
1556 DATA "LEAVE ROOM BY DOOR TO THE E
AST",7,"EXAMINE DIALS",11
1558 DATA "YOU ARE AT A CROSSROADS IN
THE  TOWN. THE NORTHERN EXIT IS      B
LOCKED BY A HERD OF VARGS AND  YOU HAV
E JUST COME FROM THE     SOUTH"
1560 DATA "GO LEFT",3,"GO RIGHT",6
1562 DATA "YOU ARE OUTSIDE THE TEMPLE
OF   ISIS"
1564 DATA "ENTER THE TEMPLE",6,"WALK T
O THE GARDENS",5
1566 DATA "A TROOP OF SPACE POLICE ARE
     APPROACHING"
1568 DATA "FIRE AT THEM",3,"ASK THEM F
OR HELP",0
1570 DATA "YOU ARE IN THE MIDDLE OF SO
ME OFTHE MOST BEAUTIFUL GARDENS ON  T
HE PLANET"
1572 DATA "REST A WHILE ENJOYING THE S
CENT OF THE FLOWERS AND BUSHES",5,"EXP
```

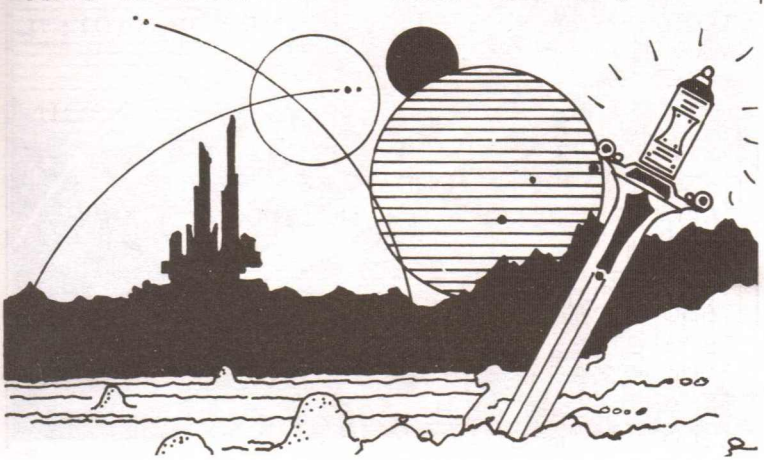
```
LORE THEM FURTHER",9
1574 DATA "YOU BUMP INTO A KRADVAR"
1575 DATA "FIGHT HIM",0,"APOLOGISE AND
 ASK FOR HELP",10
1576 DATA "YOU ARE WITHIN THE MAGNIFIC
ENT  TEMPLE OF ISIS. LADEN WITH      G
OLDEN TREASURES"
1577 DATA "TAKE A FEW OF THE TREASURES
     INCLUDING A GREAT GOLD SWORD    W
ITH THE WORD KRAXIS 7 ENGRAVED ON THE
BLADE",0,"PRAY IN THE TEMPLE",10
1578 DATA "YOU ARE BY THE SPACE PORT"
1580 DATA "ENTER THE PORT",8,"GO NORTH
WARDS",4
1582 DATA "A SPACE CRUISER LANDS...YOU
 DO  NOT RECOGNISE THE TYPE OR THE   O
WNER'S SYMBOL"
1584 DATA "HIDE",4,"GREET THEM",10
1600 DATA "YOU ARE STANDING BY A SIDRA
T"
1610 DATA "ENTER IT",1,"EXAMINE IT",10
1620 DATA "WHILE DOING THAT AN APPARIT
ION  APPEARS"
1630 DATA "ASK FOR HELP, A SIGN OR
     SOMETHING",3,"RUN AWAY QUICKLY WI
THOUT THE    APPARITION NOTICING",7
1695 LET V=0: LET P=2
1700 PRINT : PRINT : PRINT
1705 IF P=0 THEN  PRINT "YOU FAILED BY
 MAKING A WRONG    MOVE.": PAUSE 0: GO
 TO 1
1710 PRINT S$(P)
1720 PRINT : PRINT "DO YOU:"
1730 PRINT "1 ";H$(P)
1740 PRINT "2 ";J$(P)
1750 INPUT "ENTER 1 OR 2"
1760 INPUT N
1770 IF N>2 AND N<1 THEN  GO TO 1760
1780 IF N=1 THEN  LET P=H(P)
```

```
1790 IF N=2 THEN  LET P=J(P)
1800 IF P=11 THEN  GO TO 2000
1810 LET V=V+1
1820 GO TO 1700
2000 PRINT "YOU CAN SEE A KEYBOARD AND
 A    SCREEN DISPLAYING THE WORDS..."
2010 PRINT TAB (6); BRIGHT 1;"Enter Co
de"
2020 PRINT : PRINT : INPUT M
2030 IF M=CC THEN  GO TO 2090
2040 PRINT "YOUR CODE WAS WRONG, YOU H
AVE   BEEN TRANSPORTED TO THE FAR
REACHES OF SPACE"
2050 PAUSE 0
2060 GO TO 1
2090 CLS
2100 FOR T=1 TO 42
2105 BEEP .07,T
2106 IF T/3=INT (T/3) THEN  CIRCLE 128
,90,(T*2)
```



```
2110 NEXT T
2300 REM ****LEVEL 4****
2310 CLS
2320 PRINT : PRINT : PRINT "YOU HAVE R
EACHED TIME SCALE "
2330 PRINT CC;" THE TIME OF OF THE SWO
RDSMAN   OF KRAXIS 7"
2335 PRINT
2340 PRINT "YOU ARE FORTUNATE THAT YOU
 DO   NOT HAVE TO TRAVEL FURTHER, WHAT
YOU DID NOT KNOW WAS THAT KRAXIS7 WAS
IN FACT YOUR OLD PLANET,  ANDROMEDA 14
"
2342 PRINT
2345 PRINT "YOU ARE ON THE UPPER SLOPE
 OF A HILL AND ARE CARRYING A CASE,
THE CONTENTS OF WHICH YOU DO NOTKNOW"
2347 PRINT
2350 PRINT "THE SWORDSMAN IS NEARBY, W
HICH  WAY DO YOU WANT TO GO WEST OR
EAST?"
2360 INPUT V$
2365 LET V$=V$( TO 1)
2370 IF V$="W" THEN  PRINT "THE WRONG
WAY I'M AFRAID, YOU   HAVE FALLEN DOWN
 A STEEP CLIFF": PAUSE 0: GO TO 1
2380 IF V$="E" THEN  PRINT "YOU CAN SE
E THE SWORDSMAN...": GO TO 3000
2390 IF V$<>"E" AND V$<>"W" THEN  PRIN
T "YOUR PROMPTS ARE FAULTY, KRAXIS 7 I
S A VERY EXACT PLANET...SUCH A WAY IS
IMPOSSIBLE...YOU HAVE  FAILED": PAUSE
0: GO TO 1
3000 REM ****LEVEL 5****
3005 FOR T=1 TO 700: NEXT T
3010 CLS
3020 CIRCLE 90,140,20: CIRCLE 158,140,
20
3030 CIRCLE 90,140,15: CIRCLE 158,140,
```

```
15
3035 PRINT AT 4,11;"(O"
3037 PRINT AT 4,19;"(O"
3050 PLOT 128,125: DRAW -20,-40
3060 DRAW 30,10
3080 PLOT 80,60: DRAW 100,0
3090 DRAW -50,-30: DRAW -50,30
3200 PRINT AT 20,0;"WHAT DO YOU WANT T
O DO....      FIGHT OR TALK"
3210 INPUT "F OR T      ";F$
3220 IF F$<>"F" AND F$<>"T" THEN  PRIN
T "YOU'VE BLOWN YOUR CHANCES....FOOL":
 FOR T=1 TO 500: NEXT T: GO TO 1
3230 IF F$="T" THEN  GO TO 3500
3240 FOR T=1 TO 20: PRINT : NEXT T
3250 PRINT "HE MAY NOT HAVE LOOKED TOU
GH    BUT HE   GAVE  YOU ONE HELL OF A
 BATTLE"
3260 PRINT : PRINT : PRINT
3270 PRINT "UNFORTUNATELY. DURING THE
BATTLE,HIS SWORD WAS BROKEN. YOU BEAT
HIM BUT YOUR WORLD CANNOT BE    SAVED"
3280 BEEP .3,3
3290 BORDER INT (RND*8): BEEP .4,1
3295 IF INKEY$<>"" THEN  GO TO 1
```



```
3300 GO TO 3280
3500 CLS
3510 LET WN=60-MV
3520 LET WN=WN+(30-V)
3530 PRINT : PRINT "THE SWORDSMAN ASKS
 YOU WHY YOU  ARE HEAR. YOUR REPLY DET
AILS    YOUR PLANET'S CRISIS AND THE
  NEED FOR THE MAGIC SWORD"
3540 PRINT : PRINT : PRINT "HE ASKS YO
U TO MAKE AN OFFER FORTHE SWORD"
3550 PRINT "YOUR OFFER IS IN THE FORM
OF      E AMOUNT OF SKILL AND
  KNOWLEDGE THAT YOU HAVE GAINED  WHIL
E SEARCHING FOR HIM"
3560 PRINT "AFTER YOUR NUMERIC OFFER.
YOU  CAN ALSO ADD ANY ITEMS THAT YOU
HAVE ACCUMULATED ALONG THE WAY  BY TYP
ING JUST THAT WORD"
3570 INPUT N: INPUT B$
3580 IF B$<>"CASE" OR N>WN THEN  PRINT
 "YOUR OFFER WAS NOT CLOSE ENOUGH THE
SWORDSMAN HAS BANISHED YOU": PAUSE 0:
GO TO 1
3590 IF WN/4*5>N+5 THEN  LET B$="LASER
": GO TO 3580
3600 PRINT : PRINT : PRINT TAB (10);"C
ORRECT!!!"
3610 PRINT AT 0,0;" "
3615 PAPER 0: PAUSE 100: CLS
3620 FOR T=1 TO 20
3630 INK (INT (RND*7)+1)
3640 PRINT TAB (3);"WELL DONE. WHAT A
HERO!!!"
3650 BEEP .1,2*T
3660 NEXT T
3670 STOP
4900 STOP
5000 GO SUB 9000
5100 LET m=0
```

```
5110 LET z$="

 "
5120 LET g$=CHR$ 16+CHR$ 0+"    "+CHR$
 16+CHR$ 2+"    "+CHR$ 16+CHR$ 0+"    "
5150 DIM a(16): RESTORE 8500
5160 FOR i=1 TO 16: READ a(i): NEXT i
5200 LET p=15: LET d=2
5210 LET r=0: LET r1=0
5220 LET e=0: LET g=15
5300 BORDER 4: PAPER 7: INK 2: CLS
5490 GO TO 150
8500 DATA 0,0,0,0,9,9,11,0,0,0,0,0,5,5
,7,0
9000 RESTORE 9000: FOR i=1 TO 5: FOR n
=0 TO 7: READ a: POKE USR CHR$ (i+143)
+n,a: NEXT n: NEXT i: RETURN
9100 DATA 48,48,28,48,16,37,28,24
9110 DATA 36,36,126,126,60,36,36,36
9120 DATA 12,12,56,12,8,196,66,7
9130 DATA 4,28,60,28,4,4,4,4
9140 DATA 8,28,28,62,62,127,8,8
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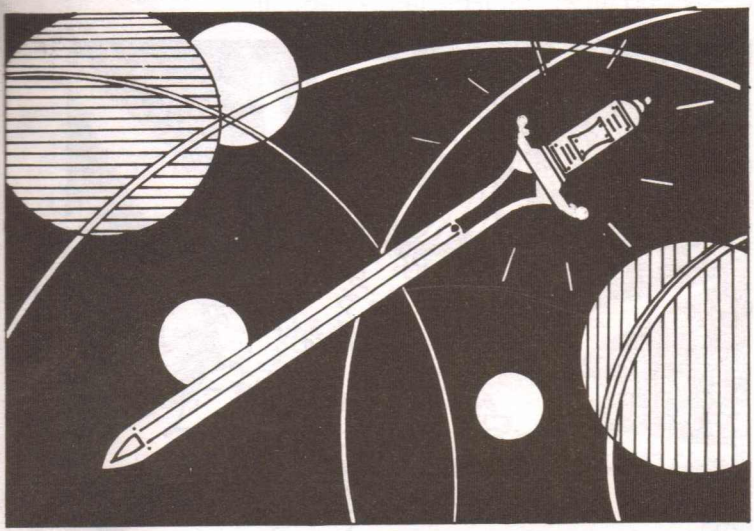


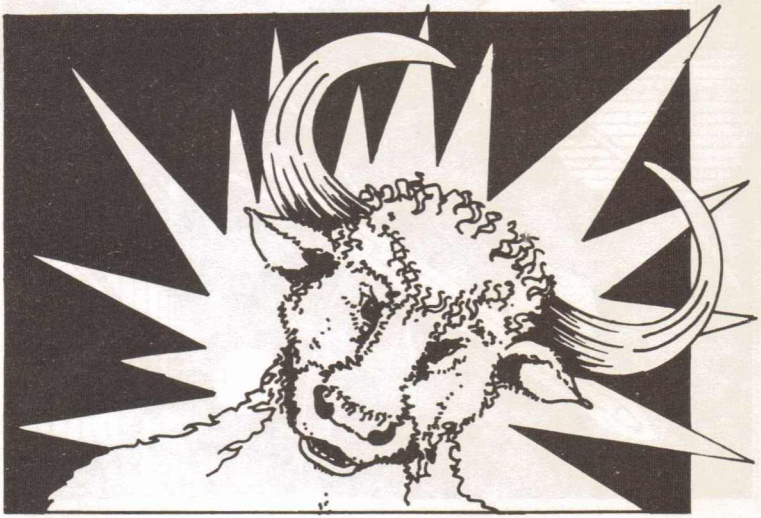
THE LABYRINTHYNE EXCURSION

This program — written by Peter Nessbreth, a newcomer to adventure writing — uses the random number generator extensively to produce unexpected results as you battle your way through a series of caverns fraught with danger and treasure.

You must reach the minotaur at the end of the caverns, and you must give him enough gold to let you escape.

It is interesting to note that Peter uses no 'N' or 'TAKE KNIFE' commands. All actions and decisions are prompted by the computer and you make your choice by pressing a certain key.

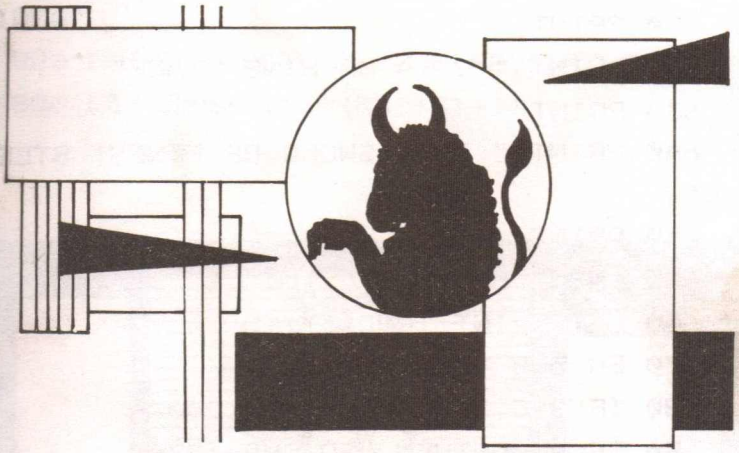
Good luck, you'll certainly need it!



```
  2  REM ***********THE***********
  4 REM *******LABYRINTHYNE*******
  6 REM ********EXCURSION*********
  8 LET PP=INT (RND*7)+1
 10 GO SUB 1010
 20 CLS
 25 PRINT TAB (3);"THE LABYRINTHYNE E
XCURSION"
 30 PRINT TAB (3);"==================
========": PRINT
 40 LET X=0
 50 LET S=30
 60 LET K=4
 70 LET W=1
 80 PRINT "   YOU ARE AT THE START OF
 A"
 90 PRINT "   LABYRINTH OF MANY TWIST
ING"
100  PRINT "   TURNING TUNNELS, YOU H
AVE"
110 PRINT "  A SACK HOLDING 30 PIECES
 OF"
120 PRINT "    SILVER. YOU MUST GET T
O"
130 PRINT "     THE END OF THE MAZE"
140 PRINT "    WITH AT LEAST 20 TO PA
Y"
150 PRINT "   THE FEARSOME MINOTAUR"
160 PRINT : PRINT
```

```
 170 PRINT TAB (7);"PRESS 'ENTER'"
 180 INPUT A$
 190 IF A$<>"" THEN  GO TO 190
 200 GO SUB 1010
 210 IF W<1 THEN  LET W=1
 220 PRINT "THIS IS MAZE TUNNEL ";W;"
OF THE"
 230 IF W=10  THEN  GO TO 1090
 250 PRINT "LABYRINTH...."
 260 PRINT : PRINT "(10 IS THE END)"
 270 PRINT : PRINT
 290 LET X=X+1
 300 PRINT "THIS IS CHALLENGE NUMBER "
;X
 310 IF S<1 THEN  LET S=3
 320 PRINT
 330 PRINT "YOU HAVE ";S;" SILVER PIEC
ES"
 340 FOR T=1 TO 800: NEXT T
 350 GO SUB 1010
 360 PRINT
 370 PRINT "FACING YOU NOW ARE ";K;" D
OOR(S)"
 375 PRINT : PRINT
 380 PRINT "WHICH ONE WILL YOU TRY?"
 390 INPUT A
 400 GO SUB 1010
 410 IF RND>.89 THEN  GO SUB 410
 420 IF A<>K THEN  GO SUB 440
 430 IF A=K THEN  GO SUB 710
```

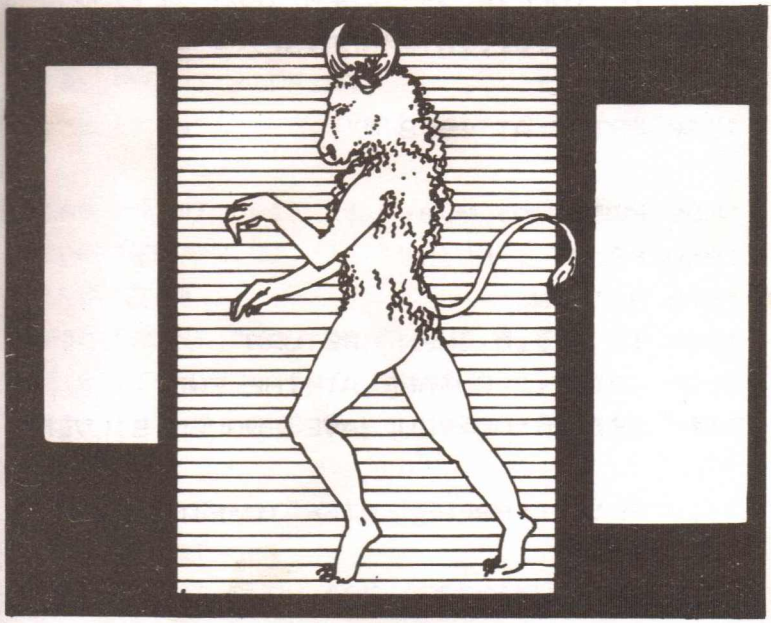
```
 440 LET K=INT (RND*4)+1
 450 IF K=1 THEN  LET E$="SLOBBERING P
YGMY"
 460 IF K=2 THEN  LET E$="RAVENOUS TRO
LL"
 470 IF K=3 THEN  LET E$="WART-FACED W
IZARD"
 480 IF K=4 THEN  LET E$="LUMBERING GI
ANT"
```



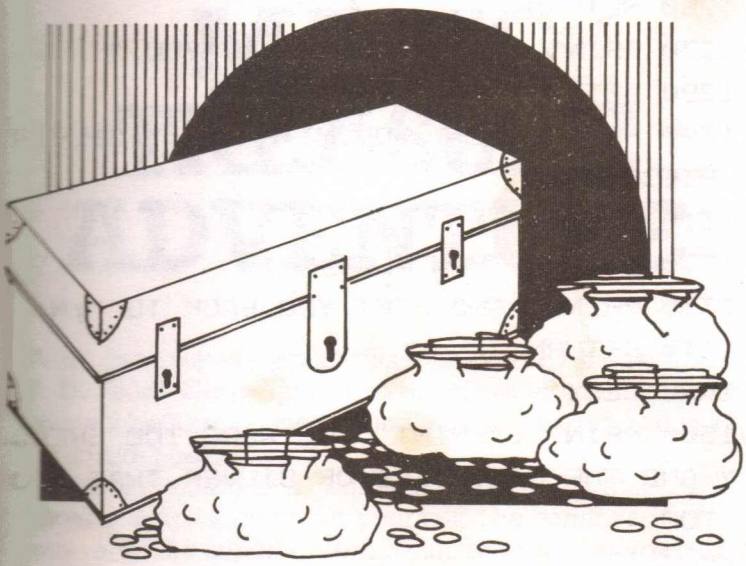
```
 490 PRINT "FOOL! YOU'VE WALKED IN ON
A"
 500 LET E=INT (RND*5)+1
 510 IF E=1 THEN  LET F$="GOSUB-MACHIN
E GUN"
 520 IF E=2 THEN  LET F$="LETHAL JOYST
ICK"
 530 IF E=3 THEN  LET F$="SYNTAX ERROR
"
 540 IF E=4 THEN  LET F$="PRODUCTION D
```

```
ELAY"
 545 IF E=5 THEN  LET F$="WOODEN CLUB"
 550 PRINT "     ";E$;" ARMED"
 560 PRINT "   WITH A ";F$;"!"
 570 PRINT
 580 PRINT "WHICH WEAPON DO YOU CHOOSE
 TO   FIGHT BACK WITH?"
 590 PRINT
 600 PRINT " 1  A FLOATING POINT ROM"
 610 PRINT
 620 PRINT " 2  A MACHINE STACK"
 630 PRINT
 640 PRINT " 3  A SWORD OF FINEST STEE
L"
 650 PRINT
 655 INPUT B
 660 LET C=INT (RND*3)+1
 670 GO SUB 1010
 680 IF B=C THEN  GO SUB 1200
 690 IF B<>C THEN  GO SUB 1270
 700 GO TO 160
 710 LET K=INT (RND*4)+1
 720 IF K=1 THEN  GO SUB 780
 730 IF K=2 THEN  GO SUB 830
 740 IF K=3 THEN  GO SUB 870
 750 IF K=4 THEN  GO SUB 920
 760 GO TO 160
 770 PRINT
 780 PRINT "YOU'VE FALLEN THROUGH "
 790 PRINT "A TRAP DOOR..."
```

```
 800 LET W=W-1
 810 LET S=S-INT (RND*2)+1
 820 RETURN
 830 PRINT "A WALL OF FLAME ENGULFS YO
U"
 840 LET W=W-1
 850 LET S=S-(INT (RND*2)+1)
 860 RETURN
 870 PRINT "THE BEAUTIFUL PRINCESS TAP
IOCA"
 880 PRINT "SOOTHES YOUR FEVERED BROW"
 890 LET S=S+(INT (RND*5)+1)
```



```
 900 LET W=W+(INT (RND*3)+1)
 910 RETURN
 920 PRINT "JOY OH JOY! A HOARD OF"
 930 PRINT "SILVER. CHOOSE AS MANY PIE
CES ASYOU DARE"
 940 PRINT "HOW MANY?"
 950 INPUT D: IF D>PP THEN  GO TO 1490
 980 LET S=S+D
 990 LET W=INT (W-(D/2))+1
1000 RETURN
1010 CLS
1017 PRINT AT 19,3; FLASH 1;"  PRESS A
NY KEY "
1020 FOR T=1 TO 1200
1022 IF INKEY$<>"" THEN  LET T=1200
1024 BEEP .01,INT (RND*50)
1030 NEXT T
1040 PRINT AT 19,8;"
          "
1050 PRINT AT 0,0;" "
1060 PRINT : PRINT
1070 RETURN
1080 IF W<>10 THEN  RETURN
1090 PRINT "YOU ARE AT THE END"
1100 PRINT "DO YOU HAVE ENOUGH SILVER?
"
1110 PRINT "PRESS ENTER TO FIND OUT"
1115 PRINT
1120 INPUT C$
1130 IF S<20 THEN  PRINT "THE MINOTAUR
```



```
HAS EATEN YOU"
1140 IF S<20 THEN  GO TO 1130
1145 PRINT : PRINT
1150 PRINT "YES, YOU HAVE ";S;" SILVER
"
1160 PRINT "PIECES.  YOU HAVE WON!!!"
1180 BEEP 2,25
1190 STOP
1200 PRINT "YOU BEAT THE ";E$
1210 LET S=S+(INT (RND*3)+1)
1220 PRINT "AND HAVE ";S;" SILVER PIEC
ES"
1230 LET W=W+(INT (RND*4)+1)
1240 PRINT
1250 PRINT "YOU ARE APPROACHING SECTOR
 ";W
```

```
1260 RETURN
1270 PRINT "THE ";E$;" BEAT YOU,"
1280 LET S=S-(INT (RND*4)+1)
1300 PRINT "LEFT YOU WITH ";S;" SILVER
 PIECES"
1310 LET W=W-1
1320 IF W<1 THEN  LET W=1
1330 PRINT "AND SENT YOU BACK TO ";W
1340 RETURN
1490 CLS
1500 PRINT : PRINT "YOU WERE TOO GREED
Y AND THE LASTPIECE OF SILVER THAT YOU
 TOO
K"
1510  PRINT "BROKE YOUR BACK"
1520 FOR T=1  TO 15: PRINT TAB (16);"R
.I.P": NEXT T
1530 STOP
```

MAGIC TREASURE ADVENTURE

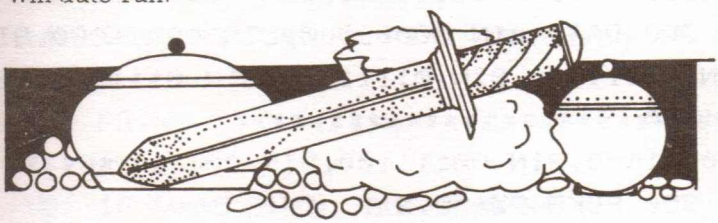
What can one say about this massive adventure from T. D. Frost? Certainly it is an excellent adventure, and you will be hard pushed to find a better one offered in a Spectrum book.

The adventure is a combination of quests that I will leave you to ascertain for yourself. The commands are entered in the familiar 'Verb Noun' style and, as you can see from the listing, the computer's vocabulary is pretty extensive.

Only the bravest, most dedicated adventurers should attempt this fiendish adventure. It will provide you with many hours, even days, of enjoyment.

Because of the adventure's great size, the saving and loading procedure is a little more involved than usual. Firstly, the short program should be typed in and then saved on tape. The program should be saved by typing GOTO 310.

Secondly, the major program should be typed in and saved onto tape a little way after the first program. Its saved name should be 'ADVENTURE'. To load the adventure, just type LOAD 'MAGIC' and the program will auto-run.



```
  10 BORDER 0: INK 0: PAPER 0: CLS : P
RINT  INK 2; BRIGHT 1; FLASH 1;AT 10,6
;"
                                      MAG
IC ADVENTURE LOADING                DO NOT
 STO
P TAPE
        "
  20 FOR a=0 TO 7
  30 READ b: POKE USR "a"+a,b
  40 NEXT a
  50 FOR a=0 TO 7
  60 READ b: POKE USR "b"+a,b
  70 NEXT a
  80 FOR a=0 TO 7
  90 READ b: POKE USR "c"+a,b
 100 NEXT a
 200 DATA BIN 00000000,BIN 00111100,BI
N 00111100,BIN 00111100,BIN 00111100,B
IN 0
1111110,BIN 01111110,BIN 00000000
 210 DATA BIN 00000000,BIN 01111110,BI
N 01111110,BIN 00111100,BIN 00111100,B
IN 0
0111100,BIN 00111100,BIN 00000000
 220 DATA BIN 00000000,BIN 00011000,BI
N 00111100,BIN 01111110,BIN 01111110,B
IN 0
0011000,BIN 00111100,BIN 00111100
 250 POKE 23658,8
```

```
 260 POKE 23609,255
 300 LOAD "ADVENTURE"
 310 SAVE "MAGIC" LINE 10
  10 GO SUB 2215
  15 BORDER 1: PAPER 5: INK 0: CLS
  20 CLS
  30 PRINT AT 0,7;"CASTLE ADVENTURE"
  35 IF X<Z THEN  LET X=Z
  40 PRINT "=========================
===";X
  50 PRINT "Your location"
  60 GO SUB 3000+10*RM
  70 PRINT "Exits are:-";
  75 IF R$(RM,1 TO 1)=" " THEN  PRINT
"Not obvious": GO TO 120
  80 FOR I=J TO LEN R$(RM)
  90 PRINT R$(RM)(I TO I);" ";
  93 NEXT I
 110 PRINT
 120 PRINT "Here you can see"
 122 LET HS=Z
 125 FOR I=1 TO G
 130 IF L(I)=RM AND F(I)=Z THEN  PRINT
 O$(I): LET HS=HS+1
 135 NEXT I
 140 IF HS=Z THEN  PRINT "Nothing at a
ll"
 150 PRINT "**************************
******"
 151 IF V=35 THEN  GO TO 4064
```

```
 152 IF RM=13 AND TF=Z THEN  GO TO 965
0
 153 GO TO 604
 154 IF S$="" THEN  GO TO 160
 155 PRINT  PAPER 2; INK 7;S$
 160 PRINT ">";M$
 165 IF X=Z THEN  GO TO 8490
 167 LET S$=""
 170 GO TO 170+INT (RND*4)+1
 171 LET M$="Now you are JOKING aren't
 you?": GO TO 180
 172 LET M$="What are you on about?":
GO TO 180
 173 LET M$="Do you really mean that?"
: GO TO 180
 174 LET M$="You're not SERIOUS"
 180 PRINT "What to do now ";N$
 190 INPUT Q$
 200 PRINT ">";Q$
 240 LET X$="": LET W$="": LET VB=Z: L
ET OB=Z
 250 FOR I=J TO LEN (Q$)-1
 260 IF Q$(I TO I)=" " AND X$="" THEN
 LET X$=Q$( TO I-J)
 270 IF Q$(I+J TO I+J)<>" " AND X$<>""
 THEN  LET W$=Q$(I+J TO ): LET I=LEN (
Q$)-
1
 280 NEXT I
 290 IF W$="" THEN  LET X$=Q$
```

```
 295 IF LEN (X$)>LEN (V$(J)) OR X$=""
THEN  GO TO 325
 296 LET X$=X$+F$( TO (LEN (V$(J))-LEN
 (X$)))
 300 FOR I=J TO V
 310 IF X$=V$(I) THEN  LET VB=I
 320 NEXT I
 325 IF W$="" OR LEN (W$)>LEN (O$(J))
THEN  GO TO 360
 326 LET W$=W$+F$( TO (LEN O$(J)-LEN (
W$)))
 330 FOR I=J TO W
 340 IF W$=O$(I) THEN  LET OB=I
 350 NEXT I
 360 IF W$>"" AND OB=Z THEN  LET M$="N
ot one of your BETTER ideas!"
 370 IF VB=Z THEN  LET VB=V+J
 380 IF W$="" THEN  LET M$="Please use
 two words"
 390 IF VB>V AND OB>Z THEN  LET M$="Th
at's not possible"
 392 IF X$="" THEN  GO TO 530
 400 IF VB>V AND OB=Z THEN  LET M$="So
rry, I don't understand that"
 405 IF OB=Z THEN  GO TO 530
 410 IF VB<=V AND OB<=G AND C(OB)=Z TH
EN  LET M$="YOU DONT HAVE "+W$
 530 IF V=35 THEN  GO TO 4515
 535 IF F(21)=J THEN  LET LL=LL-J
 536 IF X$="" THEN  GO TO 545
```

```
537 IF X$( TO 5)="ERECT" AND OB=4 AND
RM=32 AND C(4)=J THEN  LET M$="ERECT?
NOT
GOING UP SURELY???"
545 LET X=X-J
546 IF VB=1 THEN  GO TO 615
547 IF VB=2 THEN  GO TO 660
549 IF VB>2 AND VB<8 THEN  GO TO 730
550 IF VB=8 THEN  GO TO 7600
551 IF VB=9 THEN  GO TO 2040
552 IF VB=10 THEN  GO TO 1160
553 IF VB=11 THEN  GO TO 1990
554 IF VB=12 THEN  GO TO 1270
555 IF VB=13 THEN  GO TO 1350
556 IF VB=14 THEN  GO TO 1540
557 IF VB=15 THEN  GO TO 1640
558 IF VB=16 THEN  GO TO 1700
559 IF VB=17 THEN  GO TO 1760
560 IF VB=18 THEN  GO TO 1920
561 IF VB=19 THEN  GO TO 1440
562 IF VB=20 THEN  GO TO 1850
563 IF VB=21 THEN  GO TO 1800
564 IF VB=22 THEN  GO TO 1610
565 IF VB=23 THEN  GO TO 1580
566 IF VB=24 THEN  GO TO 1560
567 IF VB=25 THEN  GO TO 2110
568 IF VB=26 THEN  GO TO 1480
569 IF VB=27 THEN  GO TO 1820
570 IF VB=28 THEN  GO TO 2160
571 IF VB=29 THEN  GO TO 8490
```

```
 572 IF VB=30 THEN  GO TO 635
 573 IF VB=31 THEN  GO TO 1510
 574 IF VB=32 THEN  GO TO 1520
 575 IF VB=33 THEN  LET M$="": GO TO 2
0
 576 IF VB=34 THEN  GO TO 153
 604 IF LL=10 AND X=30 THEN  LET LL=11
 605 IF LL=J AND X=J THEN  LET LL=3
 606 IF LL=10 AND F(21)=J THEN  LET S$
="YOUR TORCH IS FADING"
 607 IF LL=J THEN  GO TO 1730
 608 IF X=30 THEN  LET S$="    YOU ARE
 NOW RATHER TIRED    "
 609 IF X=Z THEN  LET S$="  YOU ARE TO
O TIRED TO CONTINUE "
 610 GO TO 154
 615 LET M$="NO HELP IN THIS CASTLE":
GO TO 153
 635 LET M$="BE MORE SPECIFIC": GO TO
153
 660 PRINT "You have with you"
 665 LET CS=Z
 670 FOR I=J TO G
 680 IF C(I)=J THEN  PRINT O$(I)
 682 IF C(I)=J THEN  LET CS=CS+J
 690 NEXT I
 692 IF CS=Z THEN  PRINT "NOTHING AT A
LL"
 694 IF V=35 AND F(32)=J THEN  GO TO 9
260
```

```
 710 LET M$="INVENTORY CHECKED"
 720 IF V=35 THEN  GO TO 4064
 725 GO TO 153
 730 LET D=Z
 740 IF OB=Z THEN  LET D=VB-3
 750 IF OB>20 AND OB<25 THEN  LET D=OB
-20
 865 IF RM<>15 OR F(31)<>Z OR INT (RND
*5)>1 THEN  GO TO 880
 870 LET M$="TRY EXAMINING PANEL": GO
TO 153
 880 IF RM<>36 OR F(33)=J THEN  GO TO
910
 882 LET S$="THE DOG WILL NOT LET YOU
MOVE           IN ANY DIRECTION
 "
 883 LET M$="": LET Y=Y+J
 884 IF Y<=2 THEN  GO TO 153
 885 PRINT : PRINT ; FLASH 1;"      THE
 DOG HAS KILLED YOU     "
 886 PAUSE 200
 890 GO TO 8490
 910 IF RM=17 AND D=3 THEN  GO TO 980
 920 IF RM=28 AND D=3 OR D=2 THEN  GO
TO 980
 930 IF RM<>17 AND RM<>28 AND RM<>35 O
R F(21)=J THEN  GO TO 980
 935 LET M$="TOO DARK TO GO THAT WAY":
 GO TO 153
 980 LET RL=LEN (R$(RM))
```

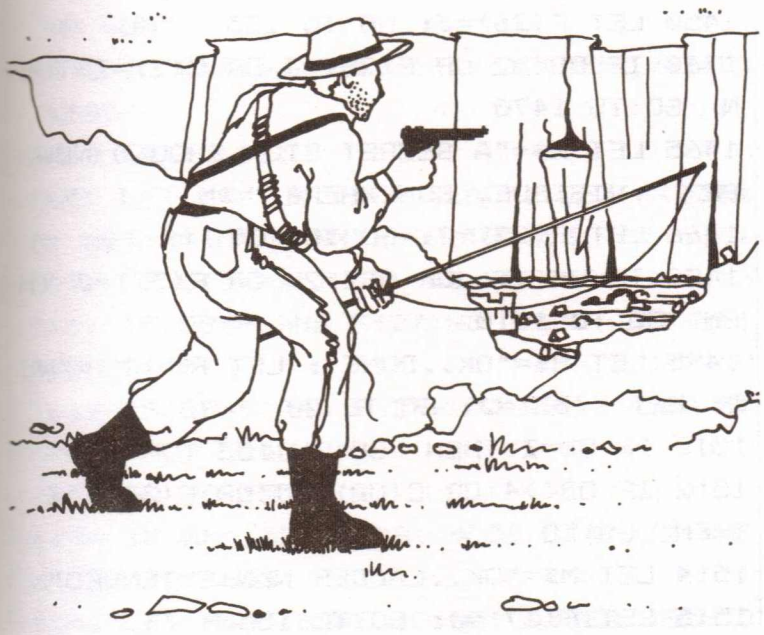
```
 990 LET OM=RM
1000 FOR I=J TO RL
1010 LET U$=R$(RM)(I TO I)
1020 IF U$="N" AND D=J THEN  LET OM=OM
-N
1030 IF U$="S" AND D=2 THEN  LET OM=OM
+N
1040 IF U$="W" AND D=3 THEN  LET OM=OM
-J
1050 IF U$="E" AND D=4 THEN  LET OM=OM
+J
1060 NEXT I
1070 LET M$="OK"
1075 IF V=35 THEN  GO TO 4925
1080 IF RM=OM THEN  LET M$="CANT GO TH
AT WAY": GO TO 153
1090 LET RM=OM
1100 IF D<J THEN  LET M$="GO WHERE?":
GO TO 153
1102 IF RM<>4 OR F(26)<>Z THEN  GO TO
1110
1103 LET M$="AS YOU ARE NOT WEARING A
COAT   THE COLD HAS DRAINED YOU OF
 50
STRENGTH POINTS"
1104 LET X=X-50: GO TO 20
1110 IF RM<>25 OR F(23)=J THEN  GO TO
1142
1120 LET R$(31)=""
1130 LET M$="THE PORTCULLIS HAS SLAMME
```

```
D SHUT BEHIND YOU"
1140 LET F(23)=J: GO TO 20
1142 IF RM<>16 OR F(25)=Z OR F(32)=J T
HEN  GO TO 1148
1144 GO TO 20
1148 IF RM<>18 OR F(24)=J THEN  GO TO
20
1149 LET M$="DOOR SHUTS, THERE IS NO H
ANDLE"
1150 LET F(24)=J: GO TO 20
1160 IF OB=31 OR OB=17 THEN  LET OB=12
1161 IF OB=Z THEN  GO TO 153
1162 IF OB<=G THEN  GO TO 1185
1170 LET M$="YOU CAN'T GET "+W$: GO TO
 153
1185 IF A<=5 THEN  GO TO 1190
1186 LET M$="YOU CAN'T CARRY ANY MORE"
: GO TO 153
1190 IF OB<>10 OR C(16)<>1 OR C(10)<>Z
 THEN  GO TO 1200
1191 LET F(OB)=Z: GO TO 1240
1200 IF L(OB)<>RM THEN  LET M$="CAN'T
BE SEEN HERE"
1205 IF C(OB)=J THEN  LET M$="YOU ALRE
ADY HAVE IT!"
1210 IF F(OB)=J THEN  LET M$="WHAT "+W
$
1220 IF L(OB)<>RM OR F(OB)=J THEN  GO
TO 153
1240 LET M$="OK..YOU HAVE THE "+W$
```

```
1247 IF OB=10 THEN  LET F(35)=J
1250 LET C(OB)=J: LET L(OB)=37: LET A=
A+J: GO TO 153
1270 IF OB<>11 OR (RM<>25 AND RM<>11)
OR C(11)<>J OR F(38)<>Z THEN  GO TO 12
74
1271 LET YY=INT (RND*29)+17: LET F(38)
=J
1272 LET M$="YOU NOTICE INSIDE A LABEL
 WHICH READS:ORDER CODE:"+STR$ YY
1273 LET J$=STR$ YY: GO TO 153
1274 IF OB<>11 OR (RM<>25 AND RM<>11)
OR C(11)<>J OR F(38)<>J THEN  GO TO 12
77
1275 LET M$="THE SPRING IS BROKEN": GO
 TO 153
1277 IF OB<>11 OR C(11)<>J THEN  GO TO
 1280
1278 LET M$="UNLUCKY TO DO THIS INDOOR
S": GO TO 153
1280 IF RM<>21 OR OB<>33 OR F(30)=J TH
EN  GO TO 1300
1281 LET M$="OK..DONE"
1295 LET F(13)=Z: LET F(30)=J: GO TO 2
0
1300 IF RM<>28 OR OB<>34 OR F(22)=J TH
EN  GO TO 1310
1305 LET M$="IT IS LOCKED": GO TO 153
1310 IF RM<>23 OR OB<>32 OR F(34)<>Z T
HEN  GO TO 1331
```

```
1320 LET M$="CREEPY......"
1328 LET F(34)=J: LET F(15)=Z: GO TO 2
0
1331 IF RM<>15 OR OB<>27 OR F(31)=J TH
EN  GO TO 1337
1335 LET M$="OK..DONE": LET F(18)=Z: L
ET F(31)=J: GO TO 20
1337 IF RM<>18 OR OB<>30 OR F(29)=Z TH
EN  GO TO 1342
1338 GO TO 2135
1342 IF RM<>18 OR OB<>34 THEN  GO TO 1
345
1343 LET M$="NO HANDLE OR KEYHOLE HERE
": GO TO 153
1345 IF RM<>25 OR OB<>26 THEN  GO TO 1
347
1346 GO TO 2132
1347 IF RM<>31 OR OB<>26 OR F(23)<>J T
HEN  GO TO 153
1348 GO TO 2132
1350 IF RM<>15 OR OB<>27 OR F(31)=J TH
EN  GO TO 1370
1355 LET M$="ONE PANEL IS SLIGHTLY OPE
N": GO TO 153
1370 IF RM<>21 OR OB<>36 OR F(30)<>Z T
HEN  GO TO 1380
1375 LET M$="ONE DRAWER IS UNLOCKED":
GO TO 153
1380 IF OB<>16 OR C(16)<>J OR F(35)<>Z
 THEN  GO TO 1384
```

```
1381 LET M$="THERE IS A KEY IN THE POC
KET": GO TO 153
1384 IF OB<>4 OR C(4)<>J THEN  GO TO 1
390
1385 LET M$="IT'S AN EXTENDING LADDER!
": GO TO 153
1390 IF OB<>8 OR C(8)<>J THEN  GO TO 1
410
1400 LET M$="LOOKS NOURISHING": GO TO
153
1410 IF OB<>17 AND OB<>12 OR C(12)=Z T
HEN  GO TO 1420
1415 LET M$="1966 VINTAGE": GO TO 153
1420 IF OB=Z THEN  GO TO 1427
```

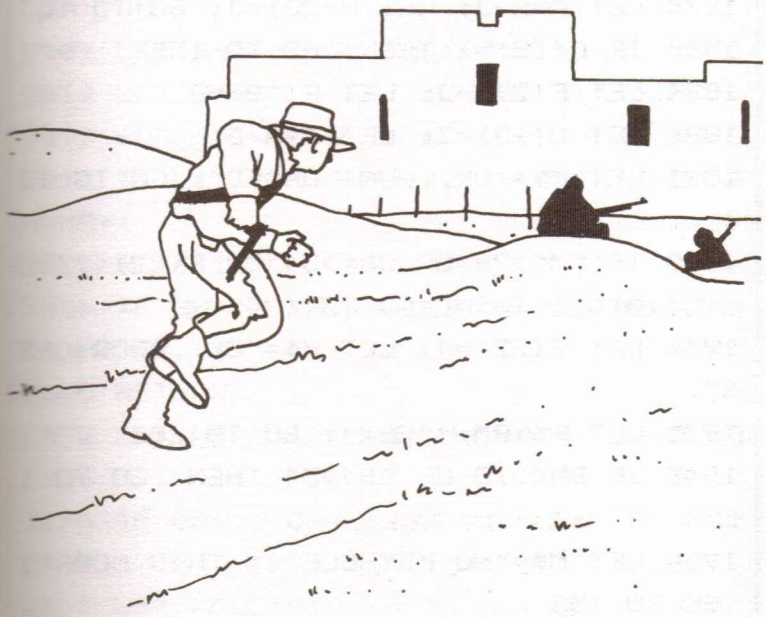


```
1422 IF OB<>2 OR C(OB)<>J THEN  GO TO
1431
1425 LET M$="They LOOK ordinary": GO T
O 153
1431 IF C(OB)=J THEN  LET M$="NOTHING
SPECIAL TO BE SEEN"
1432 IF OB=25 THEN  LET M$="THE ABOVE
SAYS IT ALL"
1433 IF OB=29 AND RM=18 AND F(29)=Z TH
EN  LET M$="IT'S JUST A CLOSE FITTING
ONE"
1436 GO TO 153
1440 IF OB<>16 OR F(26)=J OR C(16)=Z T
HEN  GO TO 1460
1445 LET M$="IT SUITS YOU!"
1450 LET F(26)=J: GO TO 153
1460 IF OB<>2 OR F(25)=J OR C(2)=Z THE
N  GO TO 1470
1465 LET M$="A SECRET SIGN SHOULD NOW
BE    VISIBLE, SOMEWHERE!"
1466 LET F(25)=J: GO TO 153
1480 IF RM<>16 OR OB<>28 OR F(32)=J TH
EN  GO TO 1510
1495 LET M$="OK..DONE": LET R$(RM)="WE
": LET F(32)=J: GO TO 20
1510 IF OB=Z THEN  GO TO 153
1512 IF OB<>4 OR C(OB)<>J OR F(37)<>Z
THEN  GO TO 153
1514 LET M$="OK..LADDER NOW EXTENDED"
1515 LET F(37)=J: GO TO 153
```

```
1520 IF OB=Z THEN  GO TO 153
1522 IF RM<>31 OR OB<>4 OR L(4)<>32 OR
 F(37)<>J THEN  GO TO 153
1525 LET RM=32: LET M$="OK": GO TO 20
1540 IF OB<>9 OR C(18)<>J OR F(27)<>Z
THEN  GO TO 153
1550 GO TO 1880
1560 IF RM<>36 THEN  GO TO 153
1565 IF OB=35 THEN  LET M$="BE MORE SP
ECIFIC": GO TO 153
1580 IF RM<>36 OR OB<>35 OR F(33)<>Z T
HEN  GO TO 1600
1585 IF F(27)<>J THEN  LET M$="GUN NOT
 LOADED!"
1590 IF C(9)<>J THEN  LET M$="YOU HAVE
 NO GUN"
1595 IF C(9)=J AND F(27)=J THEN  GO TO
 1605
1600 GO TO 153
1605 LET M$="OK..DOG DEAD": LET F(33)=
J: LET R$(RM)="NW": GO TO 153
1610 IF C(9)=Z THEN  GO TO 1620
1611 IF OB=9 AND F(27)=J THEN  LET M$=
"BANG!!"
1612 IF OB=9 AND F(27)<>J THEN  LET M$
="GUN NOT LOADED"
1620 GO TO 153
1640 IF RM<>32 OR OB<>4 OR L(4)=32 THE
N  GO TO 1645
1641 LET M$="THERE IS NO LADDER HERE D
```

```
O YOU  HAVE ONE?": GO TO 153
1645 IF RM<>32 OR OB<>4 OR L(4)<>32 OR
 F(37)<>Z THEN  GO TO 1650
1646 LET M$="LADDER IS TOO SHORT": GO
TO 153
1650 IF RM<>32 OR OB<>4 OR L(4)<>32 OR
 F(37)<>J THEN  GO TO 1680
1651 LET M$="OK...HAVE COME DOWN. NOW
ENTER  ""SCORE"" FOR FINAL RESULT"
1652 LET RM=RM-J: GO TO 20
1680 IF RM<>32 OR C(3)<>J OR OB<>3 THE
N  GO TO 1695
1682 LET M$="ROPE IS TOO SHORT": GO TO
 153
1695 IF RM<>32 THEN  LET M$="NOWHERE T
O GO!": GO TO 153
1700 IF OB<>13 OR C(13)<>J OR F(28)<>Z
 THEN  GO TO 1710
1705 LET M$="IT NEEDS BATTERIES": GO T
O 153
1710 IF OB<>13 OR C(13)<>J OR F(28)<>J
 THEN  GO TO 153
1712 IF LL<=J THEN  GO TO 1722
1714 LET M$="OK..TORCH LIT": LET F(21)
=J: GO TO 153
1722 LET M$="BATTERIES ARE DEAD": GO T
O 153
1730 LET S$="BATTERIES ARE NOW DEAD"
1736 LET F(21)=Z: LET LL=Z: GO TO 153
1760 IF OB<>13 OR F(21)<>J OR C(13)<>J
```

```
 THEN  GO TO 153
1770 LET M$="OK..EXTINGUISHED"
1780 LET F(21)=Z: GO TO 153
1800 IF OB<>8 OR C(8)<>J THEN  GO TO 1
816
1805 LET M$="TASTY AND NOURISHING"
1810 LET X=X+50: LET F(OB)=J: LET L(OB
)=37
1815 LET C(OB)=Z: LET A=A-J: GO TO 153
1820 IF OB<>17 AND OB<>12 THEN  GO TO
1837
1822 IF F(12)<>Z OR C(12)<>J THEN  GO
TO 153
1825 LET M$="THAT HAS FORTIFIED YOU":
```



```
LET X=X+50
1831 LET F(12)=J: LET C(12)=Z: LET F(5
)=Z: LET C(5)=J: GO TO 153
1850 IF OB=6 AND C(13)=Z THEN  GO TO 1
870
1855 IF OB=18 AND C(9)=Z THEN  GO TO 1
870
1860 IF OB=6 AND F(28)=Z THEN  GO TO 1
871
1865 IF OB=18 AND F(27)=Z THEN  GO TO
1880
1870 LET M$="INTO WHAT???": GO TO 153
1871 IF C(6)=Z THEN  GO TO 153
1872 LET M$="OK": LET C(6)=Z: LET F(6)
=J
1875 LET A=A-J: LET F(28)=J: GO TO 153
1880 IF C(18)=Z THEN  GO TO 153
1884 LET F(27)=J: LET F(18)=J
1886 LET C(18)=Z: LET A=A-J
1891 LET M$="OK..GUN LOADED": GO TO 15
3
1920 IF RM<>28 OR OB<>34 OR F(22)<>Z O
R C(10)<>J THEN  GO TO 1945
1930 LET F(22)=J: LET M$="OK..DOOR OPE
N"
1935 LET R$(RM)="SEW": GO TO 20
1945 IF RM<>18 OR OB<>34 THEN  GO TO 1
53
1950 LET M$="NO KEYHOLE IN THIS DOOR":
 GO TO 153
```

```
1990 GO SUB 2012
1991 IF HH>=3 THEN  GO TO 153
1992 IF OB=2 AND F(25)=J THEN  GO TO 2
022
1993 IF OB=16 AND F(26)=J THEN  GO TO
2022
1994 IF OB=Z THEN  GO TO 153
1995 IF OB=31 AND F(12)=J THEN  LET OB
=5
1996 IF OB=31 AND F(12)=Z THEN  LET OB
=12
1997 IF OB=17 AND F(12)=Z THEN  LET OB
=12
1998 IF C(OB)=Z THEN  GO TO 153
2006 LET C(OB)=Z: LET M$="DONE": LET L
(OB)=RM
2009 LET A=A-J: GO TO 153
2012 LET HH=0
2013 FOR I=1 TO G
2014 IF L(I)=RM AND F(I)=0 THEN  LET H
H=HH+1
2015 NEXT I
2016 IF HH>=3 THEN  LET M$="NO MORE RO
OM HERE"
2018 RETURN
2022 LET M$="STILL BEING WORN!": GO TO
 153
2040 IF OB<>2 OR F(25)<>J THEN  GO TO
2060
2045 LET F(25)=Z
```

```
2050 GO TO 2070
2060 IF OB<>16 AND F(26)<>J THEN  GO T
O 2075
2065 LET F(26)=Z
2070 LET M$="OK": GO TO 153
2110 IF RM<>18 OR OB<>29 OR F(29)=J TH
EN  GO TO 2128
2125 LET M$="OK": LET F(29)=J: GO TO 2
0
2128 IF RM<>31 OR OB<>26 OR F(23)<>J T
HEN  GO TO 2130
2129 GO TO 2132
2130 IF RM<>25 OR OB<>26 THEN  GO TO 2
135
2132 LET M$="TOO HEAVY TO MOVE": GO TO
 153
2135 IF RM<>18 OR OB<>30 OR F(29)=Z OR
 F(36)=J THEN  GO TO 153
2145 LET M$="DONE": LET F(36)=J
2150 LET R$(RM)="S"
2155 LET R$(RM)="S": LET R$(24)="NSW":
 GO TO 20
2160 LET S=Z
2162 IF C(14)=J THEN  LET S=S+1000
2164 IF C(15)=J THEN  LET S=S+1500
2166 IF C(19)=J THEN  LET S=S+500
2168 IF C(20)=J THEN  LET S=S+1000
2170 IF S=4000 AND RM<>31 THEN  PRINT
"RETURN TO DRAWBRIDGE TO OBTAIN  BONUS
"
```

```
2171 IF S=4000 AND RM<>31 THEN  GO TO
2178
2172 IF S<>4000 OR RM<>31 THEN  GO TO
2178
2174 PRINT "BONUS---DOUBLE VALUE!!"
2176 LET S=S*2
2178 PRINT "SCORE IS #";S
2179 IF RM=31 AND S<4000 THEN  GO TO 2
183
2180 IF S<8000 THEN  GO TO 2186
2181 PRINT "WELL DONE..FULL REWARD OBT
AINED"
2182 STOP
2183 PAUSE 100: LET S$="YOU DO NOT HAV
E ALL THE TREASURE"
2184 LET M$="RETURN OR QUIT?": GO TO 2
0
2186 LET M$="OK": GO TO 153
2215 DIM R$(36,4)
2218 LET V=33
2219 DIM V$(V,10)
2220 LET W=36
2221 DIM O$(W,13)
2222 DIM C(W)
2223 DIM F(38)
2224 LET G=20
2225 DIM L(G)
2230 LET A=Z
2232 LET Y=Z
2233 LET N=6
```

```
2234 LET LL=30
2236 LET X=S+50
2238 LET M$="READY TO COLLECT THE TREA
SURE?"
2240 LET F(18)=J
2242 LET F(13)=J
2244 LET F(5)=J
2246 LET F(15)=J
2248 LET F(17)=J
2250 LET F(10)=J
2251 LET TF=Z
2252 LET RM=31
2254 LET F$="                    "
2260 FOR I=1 TO 36
2262 READ R$(I)
2264 NEXT I
2266 FOR I=1 TO 33
2268 READ V$(I)
2270 NEXT I
2272 FOR I=1 TO 36
2274 READ O$(I)
2276 NEXT I
2278 FOR I=1 TO 20
2280 READ L(I)
2282 NEXT I
2290 RETURN
3010 PRINT "CELLAR"
3015 RETURN
3020 PRINT "STORES"
3025 RETURN
```

```
3030 PRINT "WINE CELLAR"
3035 RETURN
3040 PRINT "COLD ROOM"
3045 RETURN
3050 PRINT "TACK ROOM"
3055 RETURN
3060 PRINT "STABLES"
3065 RETURN
3070 PRINT "KITCHEN ENTRANCE"
3075 RETURN
3080 PRINT "KITCHEN"
3085 RETURN
3090 PRINT "SERVANTS ROOM"
3095 RETURN
3100 PRINT "LAUNDRY"
```

```
3105 RETURN
3110 PRINT "REAR COURTYARD"
3115 RETURN
3120 PRINT "COACHROOM"
3125 RETURN
3130 PRINT "CORRIDOR"
3135 RETURN
3140 PRINT "DINING ROOM"
3145 RETURN
3150 PRINT "PANELLED HALL"
3152 IF F(31)=J THEN  PRINT "WITH ONE
";O$(27, TO 5);" OPEN"
3155 RETURN
3160 PRINT "LIBRARY"
3161 IF F(25)=J AND F(32)=Z THEN  PRIN
T "WITH RED SIGN ON ONE BOOK"
3162 IF F(32)=J THEN  PRINT "DOOR TO S
ECRET ROOM OPEN"
3165 RETURN
3170 PRINT "SECRET ROOM"
3175 RETURN
3180 PRINT O$(25, TO 4);" WITH CLOSE F
ITTED ";O$(29, TO 6)
3181 IF F(29)=J AND F(36)=Z THEN  PRIN
T "LIFTED AND ";O$(30, TO 8);" IN FLOO
R"
3182 IF F(29)=J AND F(36)=J THEN  PRIN
T "LIFTED AND TRAPDOOR OPEN"
3185 RETURN
3190 PRINT "FRONT HALL"
```

```
3195 RETURN
3200 PRINT "LOUNGE"
3205 RETURN
3210 PRINT "STUDY WITH LARGE DESK"
3211 IF F(30)=J THEN  PRINT "ONE DRAWE
R IS OPEN"
3215 RETURN
3220 PRINT "TROPHY ROOM"
3225 RETURN
3230 PRINT "VAULT WITH DARK PURPLE COF
FIN"
3231 IF F(34)=J THEN  PRINT "AND LID O
PEN"
3235 RETURN
3240 PRINT "TORTURE CHAMBER"
3245 RETURN
3250 PRINT "FRONT COURTYARD WITH PORTC
ULLIS NOW DOWN"
3255 RETURN
3260 PRINT "CLOAKROOM"
3265 RETURN
3270 PRINT "GAMES ROOM"
3275 RETURN
3280 PRINT "HALL WITH HUGE ORNAMENTAL
DOOR"
3281 IF F(22)=J THEN  PRINT " OPEN"
3285 RETURN
3290 PRINT "DARK ALCOVE"
3295 RETURN
3300 PRINT "ARMOURY"
```

```
3305 RETURN
3310 PRINT "DRAWBRIDGE"
3311 IF F(23)=Z THEN  PRINT "WITH FRON
T TOWER TO THE EAST"
3312 IF F(23)=J THEN  PRINT "WITH PORT
CULLIS DOWN"
3315 RETURN
3320 PRINT "TOP OF FRONT TOWER-- FROM
HERE  THE DRAWBRIDGE CAN BE SEEN BELOW
"
3325 RETURN
3330 PRINT "ON STONE STEPS"
3335 RETURN
3340 PRINT "ART GALLERY"
3345 RETURN
3350 PRINT "PAINTED CORRIDOR"
3355 RETURN
3360 PRINT "DUNGEON WITH FIERCE DOG"
3361 IF F(33)=J THEN  PRINT "WHICH IS
NOW DEAD"
3365 RETURN
4010 GO SUB 9600
4015 BORDER 1: PAPER 5: INK 0: CLS
4020 CLS
4030 PRINT AT 0,7;"A MAGIC ADVENTURE"
4032 PRINT AT 1,0;"**********
**********";S
4040 PRINT "Your location"
4042 GO SUB 9000+10*RM
4044 GO TO 70
```

```
4064 PRINT ">";M$
4065 IF F(32)=J THEN  GO TO 4960
4068 IF RM=11 AND TC=Z THEN  GO TO 931
0
4070 IF RM=15 AND PD=Z THEN  GO TO 950
0
4071 GO TO 4071+INT (RND*4)+1
4072 LET M$=" You're not SERIOUS": GO
TO 4080
4073 LET M$=" Now you are JOKING aren'
t you?": GO TO 4080
4074 LET M$=" What ARE you on about?":
 GO TO 4080
4075 LET M$=" Do you really mean that?
"
4080 PRINT "What to do now ";N$
4190 INPUT Q$
4196 PRINT ">";Q$
4198 LET S=S-J
4199 IF S<=0 THEN  GO TO 7850
4200 IF V=35 THEN  GO TO 240
4515 IF VB=1 THEN  GO TO 4590
4516 IF VB=2 THEN  GO TO 660
4517 IF VB>2 AND VB<8 THEN  GO TO 4740
4518 IF VB=8 THEN  GO TO 5150
4519 IF VB=9 THEN  GO TO 5350
4520 IF VB=10 THEN  GO TO 5550
4521 IF VB=11 THEN  GO TO 5750
4522 IF VB=12 THEN  GO TO 5800
4523 IF VB=13 THEN  GO TO 5900
```

```
4524 IF VB=14 THEN  GO TO 6100
4525 IF VB=15 THEN  GO TO 6200
4526 IF VB=16 THEN  GO TO 6260
4527 IF VB=17 THEN  GO TO 6260
4528 IF VB=18 THEN  GO TO 6660
4529 IF VB=19 THEN  GO TO 6750
4530 IF VB=20 THEN  GO TO 6850
4531 IF VB<23 AND VB>20 THEN  GO TO 70
00
4532 IF VB=24 THEN  GO TO 7200
4533 IF VB=25 THEN  GO TO 5750
4534 IF VB=26 THEN  GO TO 7450
4535 IF VB=27 THEN  GO TO 7600
4536 IF VB=28 THEN  GO TO 7700
4537 IF VB=29 THEN  GO TO 7800
4538 IF VB=30 THEN  GO TO 5750
4539 IF VB=31 THEN  GO TO 8200
4540 IF VB=32 THEN  GO TO 4730
4541 IF VB=33 THEN  GO TO 8490
4542 IF VB=34 THEN  GO TO 7500
4543 IF VB=35 THEN  GO TO 4570
4544 IF VB=23 THEN  GO TO 6290
4545 IF VB=36 THEN  GO TO 4064
4570 LET M$="": GO TO 4020
4590 LET M$=" NO HELP HERE!"
4595 IF RM=23 AND F(20)=J THEN  LET M$
=" A LADDER WOULD BE USEFUL"
4600 IF RM=13 THEN  LET M$=" MAKE LIKE
 ALI BABA!!"
4605 IF RM=7 AND F(33)=Z THEN  LET M$=
```

```
"-----YOU CAN OPEN DOOR-----      *****
*JUS
T LIKE THAT******"
4620 GO TO 4064
4730 IF RM<>7 OR OB<>18 OR F(33)<>Z TH
EN  GO TO 4735
4731 LET M$=" CORRECT--JUST LIKE THAT!
"
4733 LET R$(7)="NEW": LET F(33)=1: GO
TO 4020
4735 IF RM<>7 OR F(33)<>Z THEN  GO TO
4738
4736 LET M$=" THAT WAS NOT JUST LIKE T
HAT!": GO TO 4064
4738 LET M$=" NO USE HERE!!": GO TO 40
64
4740 LET D=Z
4750 IF OB=Z THEN  LET D=VB-E
4760 IF OB>29 AND OB<34 THEN  LET D=OB
-29
4770 IF RM<>13 OR D<>J THEN  GO TO 480
0
4780 LET M$=" HIDDEN MAGIC DOOR IS CLO
SED": GO TO 4064
4800 IF RM<>8 OR D<>B THEN  GO TO 4850
4810 LET M$="FORGOTTEN THE PASSWORD?":
 GO TO 4064
4850 IF RM<>23 OR D<>J OR F(27)<>0 THE
N  GO TO 4870
4860 LET M$=" ARE YOU SURE IT IS SAFE?
```

```
": GO TO 4064
4870 IF RM<>18 OR D<>2 THEN  GO TO 488
0
4875 GO TO 4980
4880 GO TO 980
4925 IF D<J THEN  LET M$=" GO WHERE?":
 GO TO 4064
4926 IF RM=OM THEN  LET M$=" CAN'T GO
THAT WAY": GO TO 4064
4928 IF RM=18 AND D=B THEN  LET OM=23
4930 LET RM=OM
4940 IF RM<>22 THEN  GO TO 4975
4945 FOR X=J TO N
4950 IF C(X)<>J THEN  GO TO 4975
4955 NEXT I
4956 LET F(32)=J: GO TO 4020
4960 PRINT : PRINT "CONGRATULATIONS-MI
SSION COMPLETE": GO TO 660
4975 IF RM<>23 OR D<>B THEN  GO TO 500
0
4980 PRINT
4985 PRINT ; PAPER 7; FLASH 1;"YOU HAV
E FALLEN DOWN THE RICKETYSTAIRCASE AND
 INJ
URED YOUR BACK."
4995 PRINT
4996 GO TO 8490
5000 IF RM<>13 OR F(29)<>J OR F(28)<>Z
 THEN  GO TO 5015
5005 GO TO 8540
```

```
5015 IF RM<>18 OR L(16)<>18 THEN  GO T
O 4020
5020 LET M$="**DARE YOU DRINK THE POTI
ON**": GO TO 4020
5150 IF OB=Z THEN  GO TO 4064
5152 IF OB=27 OR OB=28 THEN  LET OB=7
5155 IF OB>Z AND OB<=6 THEN  GO TO 517
5
5160 LET M$=" YOU CAN'T GET "+W$: GO T
O 4064
5175 IF A<=E THEN  GO TO 5180
5176 LET M$=" YOU CAN'T CARRY ANYMORE"
: GO TO 4064
5180 IF L(OB)<>RM THEN  LET M$=" IT'S
NOT HERE"
```

```
5190 IF F(OB)=J THEN  LET M$=" WHAT "+
W$
5200 IF C(OB)=J THEN  LET M$=" YOU ALR
EADY HAVE IT!"
5210 IF L(OB)<>RM OR F(OB)=J THEN  GO
TO 4064
5220 IF F(29)=J THEN  GO TO 5300
5225 IF OB>N THEN  GO TO 5300
5230 LET F(OB)=J: LET OB=OB+10
5250 LET F(OB)=Z: LET C(OB)=J
5270 LET M$=" YOU NOW HAVE THE "+O$(OB
)
5272 BEEP .3,-1: BEEP .8,-18
5285 LET L(OB)=26: LET A=A+J: GO TO 40
64
5300 LET C(OB)=J
5310 LET M$=" OK YOU HAVE THE "+W$
5325 LET L(OB)=26: LET A=A+J: GO TO 40
64
5350 IF OB=Z THEN  GO TO 4064
5351 IF OB=27 OR OB=28 THEN  LET OB=7
5355 IF C(OB)=Z THEN  GO TO 4064
5356 GO SUB 5530
5357 IF HH>=4 THEN  GO TO 4064
5360 IF F(29)=J THEN  GO TO 5380
5379 IF OB<16 AND OB>10 THEN  GO TO 54
15
5380 LET C(OB)=Z
5385 LET M$=" DONE"
5390 LET L(OB)=RM
```

```
5391 IF OB<>E OR F(30)<>J THEN  GO TO
5395
5392 LET F(30)=Z: GO TO 4064
5395 IF OB<>H OR F(31)<>J THEN  GO TO
5400
5396 LET F(31)=Z: GO TO 4064
5400 LET A=A-J: GO TO 4064
5415 IF RM<>OB-10 THEN  GO TO 5380
5420 LET C(OB)=Z: LET F(OB)=J
5440 LET OB=OB-10: LET C(OB)=Z
5455 LET M$=" DONE"
5460 LET F(OB)=Z: LET L(OB)=RM: LET A=
A-J
5480 FOR X=J TO N
5490 IF L(X)<>X THEN  GO TO 4064
5500 NEXT X
5505 CLS
5506 LET F(29)=J
5510 PRINT AT 8,4; PAPER 3; INK 7; BRI
GHT 1; FLASH 1;"   MAGIC TAKING PLACE
  "
5515 PRINT AT 10,4; PAPER 3; INK 7; BR
IGHT 1; FLASH 1;" WAIT FOR A FEW SECON
DS "
5518 PAUSE 200: GO TO 4020
5530 LET HH=0
5532 FOR I=1 TO G
5534 IF L(I)=RM AND F(I)=Z THEN  LET H
H=HH+1
5536 NEXT I
```

```
5538 IF HH>=4 THEN  LET M$=" NO MORE R
OOM HERE"
5540 RETURN
5550 IF OB=Z THEN  GO TO 4064
5552 IF OB=27 OR OB=28 THEN  LET OB=7
5553 IF RM<>13 OR OB<>22 THEN  GO TO 5
559
5554 LET M$=" ITS NOT AS SIMPLE AS THA
T!": GO TO 4064
5559 IF RM<>21 OR F(21)<>Z THEN  GO TO
 5565
5560 LET M$=" BE MORE SPECIFIC": GO TO
 4064
5565 IF RM<>8 OR OB<>22 THEN  GO TO 55
70
5566 LET M$=" FORGOTTEN THE PASSWORD?"
: GO TO 4064
5570 IF OB<>9 OR C(9)<>1 OR F(35)<>Z T
HEN  GO TO 5580
5571 IF W$( TO 5)="NAILS" THEN  GO TO
4064
5572 LET M$=" OK-BOOK OPEN"
5574 LET F(35)=J: GO TO 4064
5580 IF RM<>22 OR OB<>22 OR F(26)<>Z T
HEN  GO TO 5610
5590 LET M$=" THE HINGES ARE VERY STIF
F": GO TO 4064
5610 IF RM<>22 OR OB<>22 OR F(26)<>J O
R F(22)<>Z THEN  GO TO 5628
5620 LET M$=" OK"
```

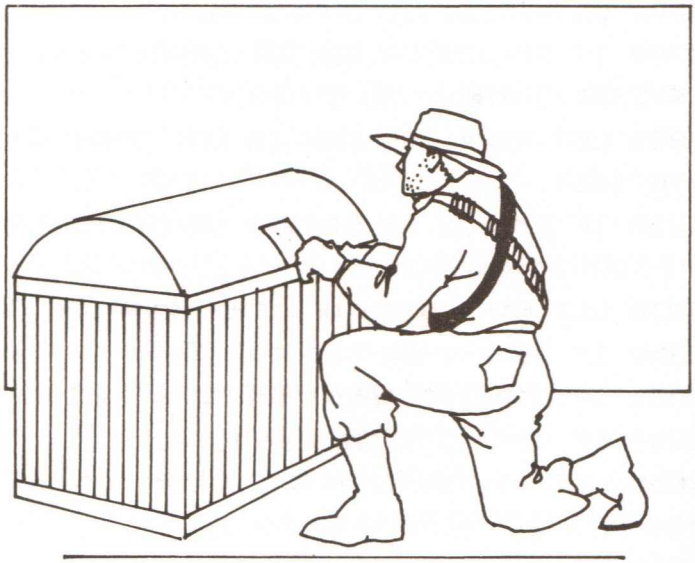
```
5622 LET F(22)=J: LET R$(22)="NEW": GO
 TO 4020
5628 IF RM<>7 OR OB<>22 OR F(33)<>Z TH
EN  GO TO 5640
5630 LET M$="IT IS LOCKED": GO TO 4064
5640 IF RM<>7 OR OB<>25 OR F(33)<>Z TH
EN  GO TO 5660
5645 LET M$=" TOMMY COOPER HAS MORE CH
ANCE   THAN ALI BABA": GO TO 4064
5660 IF RM<>13 OR OB<>25 THEN  GO TO 5
670
5664 LET M$=" YOUR WISH WAS MY COMMAND
"
5667 LET RM=8: LET S=S-J: GO TO 4020
5670 IF RM<>8 OR OB<>25 THEN  GO TO 56
80
5672 LET M$=" YOUR WISH WAS MY COMMAND
"
5674 LET RM=13: LET S=S-J: GO TO 5000
5680 IF OB=7 AND C(7)=Z THEN  GO TO 40
64
5685 IF OB<>7 OR F(25)=J THEN  GO TO 5
710
5690 LET M$=" OK-IT IS OPEN"
5695 LET F(25)=J: GO TO 4064
5710 IF OB=N AND C(N)=Z THEN  GO TO 40
64
5720 IF OB<>N THEN  GO TO 4064
5730 LET M$=" TAKES A MAGICIAN TO DO T
HAT": GO TO 4064
```

```
5750 IF RM<>23 OR OB<>29 THEN  GO TO 4
064
5755 LET M$=" IT'S BEYOND REPAIR": GO
TO 4064
5800 IF OB=26 THEN  LET OB=29
5802 IF RM=18 AND OB=29 THEN  GO TO 49
80
5805 IF RM<>18 OR OB<>20 THEN  GO TO 4
064
5820 LET RM=23: LET S=S-J: LET M$=" OK
": GO TO 4020
5900 IF OB=Z THEN  GO TO 4064
5905 IF RM<>21 OR OB<>22 OR C(6)<>1 OR
 F(21)<>Z THEN  GO TO 5940
5920 LET M$=" OK": LET R$(21)="E": LET
 F(21)=J: GO TO 4020
5940 IF RM<>21 OR OB<>22 OR C(6)<>Z OR
 F(21)<>Z THEN  GO TO 5945
5941 LET M$=" WITH WHAT?": GO TO 4064
5945 IF RM<>13 OR OB<>22 THEN  GO TO 5
955
5950 LET M$=" CAN'T SEE A DOOR, NEVER
MIND A  LOCK!!": GO TO 4064
5955 IF RM<>8 OR OB<>22 THEN  GO TO 59
60
5956 LET M$=" FORGOTTEN THE PASSWORD A
LREADY": GO TO 4064
5960 IF RM<>7 OR OB<>22 OR F(33)<>Z TH
EN  GO TO 5970
5962 LET M$=" HOW? THERE IS NO KEYHOLE
```

```
": GO TO 4064
5970 IF OB<>N OR C(N)<>J THEN  GO TO 4
064
5990 LET M$=" ONLY A MAGICIAN CAN DO T
HAT": GO TO 4064
6100 IF OB=Z THEN  GO TO 4064
6105 IF OB<>H AND OB<>E THEN  GO TO 61
40
6109 IF OB=E AND C(E)=Z THEN  GO TO 61
40
6110 IF OB=H AND C(H)=Z THEN  GO TO 61
40
6114 IF OB=H AND F(31)=Z THEN  GO TO 6
130
6115 IF OB=E AND F(30)=Z THEN  GO TO 6
130
6116 LET M$=" YOU ARE ALREADY WEARING
IT!": GO TO 4064
6130 LET M$=" OK"
6132 IF OB=E THEN  LET F(30)=J
6134 IF OB=H THEN  LET F(31)=J
6136 LET A=A-J: GO TO 4064
6200 IF OB=Z THEN  GO TO 4064
6201 IF C(OB)=Z THEN  GO TO 4064
6202 IF OB<11 OR OB>15 THEN  GO TO 620
6
6203 IF W$( TO 4)="WOOD" THEN  GO TO 4
064
6204 LET M$=" THAT IS REALLY A "+O$(OB
-10): GO TO 4064
```

```
6206 IF OB=8 AND W$( TO 6)="BANANA" AN
D C(8)=J THEN  GO TO 6215
6207 IF OB=17 AND C(17)=J THEN  GO TO
6215
6208 LET M$=" THATS NOT REAL": GO TO 4
064
6215 LET M$=" IT'S A MAGICIAN'S PROP":
 GO TO 4064
6260 IF OB=Z THEN  GO TO 4064
6265 IF OB=22 THEN  GO TO 5550
6270 IF OB=23 THEN  GO TO 7800
6275 LET M$="": GO TO 4064
6290 IF RM<>24 OR OB<>17 OR C(17)<>1 O
R F(34)<>Z THEN  GO TO 4064
6295 LET M$=" OK-METER NOW IN CREDIT.
LUCKY   YOU HAD A COIN!!"
6300 LET O$(17)="ONION"
6304 LET C(17)=Z: LET L(17)=12: LET F(
34)=J: GO TO 4064
6660 IF OB<>16 OR C(16)<>J OR F(24)<>Z
 THEN  GO TO 4064
6670 LET M$="BRAVE-IT HAS GIVEN YOU ST
RENGTH"
6700 LET F(24)=J: LET C(16)=Z: LET F(1
6)=J
6725 LET F(19)=Z: LET C(19)=J: LET S=S
+30: GO TO 4064
6750 IF RM<>22 OR OB<>21 OR C(7)<>J OR
 F(25)<>J OR F(26)<>Z THEN  GO TO 6790
6760 LET M$=" OK-DONE"
```

```
6770 LET F(26)=J: GO TO 4064
6790 IF RM<>22 OR OB<>21 OR C(7)<>J OR
 F(25)<>Z THEN  GO TO 6820
6800 LET M$=" THE CAN IS NOT OPEN": GO
 TO 4064
6820 IF RM<>22 OR OB<>21 OR C(7)<>J TH
EN  GO TO 4064
6830 LET M$=" WITH WHAT?": GO TO 4064
6850 IF OB=Z THEN  GO TO 4064
6851 IF C(OB)=Z THEN  GO TO 4064
6852 IF OB<>12 THEN  GO TO 6860
6855 LET M$="IS THAT A YOLK?": GO TO 4
064
6860 IF OB<>B THEN  GO TO 4064
6865 FOR X=J TO 5
6866 IF C(X)=Z THEN  GO TO 6885
6868 NEXT X
6870 LET M$=" THAT DISPELS ALL "+Z$
6875 LET F(28)=J: GO TO 4064
6885 LET M$=" WAND IS ACTIVE ONLY WHEN
 YOU    HAVE ALL THE OTHER PROPS": GO
TO 4
064
7000 IF OB=Z THEN  GO TO 4064
7004 IF OB<>20 OR C(8)<>J OR C(9)<>J O
R C(10)<>J OR F(20)<>J THEN  GO TO 711
0
7005 LET M$=" OK"
7010 LET F(20)=Z: LET A=A-B: LET C(8)=
Z
```



```
7040 LET O$(8)="BANANA"
7060 LET L(8)=14: LET C(9)=Z
7070 LET O$(9)="BOOK": LET L(9)=19
7090 LET L(20)=RM: GO TO 4064
7110 IF F(20)=J THEN  GO TO 7240
7115 LET M$=" NO MORE MATERIALS": GO T
O 4064
7200 IF OB=26 THEN  LET OB=29
7205 IF RM<>23 OR OB<>20 OR F(27)<>J O
R F(23)<>J THEN  GO TO 7235
7210 LET M$=" OK"
7220 LET RM=18: LET S=S-J: GO TO 5015
7235 IF RM<>23 OR OB<>20 OR F(27)<>Z T
HEN  GO TO 7245
7240 LET M$=" CAN'T DO THAT YET": GO T
O 4064
```

```
7245 IF RM<>23 OR OB<>29 THEN  GO TO 7
252
7250 GO TO 4980
7252 IF RM<>18 OR OB<>20 THEN  GO TO 7
260
7254 LET M$=" DON'T YOU MEAN DESCEND?"
: GO TO 4064
7260 IF RM<>23 OR F(23)<>Z THEN  GO TO
 4064
7265 LET M$=" NEED SOME LIGHT TO GO TH
AT WAY": GO TO 4064
7450 IF OB=Z THEN  GO TO 4064
7452 IF C(OB)=Z THEN  GO TO 4064
7454 IF OB<>J THEN  GO TO 7462
7456 LET M$=" ACE OF SPADES": GO TO 40
64
7462 IF OB<>9 OR F(35)<>Z THEN  GO TO
7470
7463 IF W$( TO 5)="NAILS" THEN  GO TO
4064
7464 LET M$=" IT'S A CLOSED BOOK": GO
TO 4064
7470 IF OB<>9 OR F(35)<>J THEN  GO TO
4064
7472 LET M$="YOU READ IN IT THAT ALL M
AGIC   IS NOT NECESSARILY GOOD": GO TO
 406
4
7500 IF RM<>7 OR OB<>24 THEN  GO TO 75
15
```

```
7508 LET M$=" IT IS A COMBINATION-TYPE
 LOCK": GO TO 4064
7515 IF RM<>23 OR (OB<>29 AND OB<>26)
THEN  GO TO 7522
7518 LET M$=" DOESN'T LOOK VERY SAFE":
 GO TO 4064
7522 IF RM<>7 OR OB<>22 THEN  GO TO 75
26
7523 LET M$=" IT HAS A COMBINATION LOC
K": GO TO 4064
7526 IF RM<>13  OR OB<>22 THEN  GO TO
7544
7527 LET M$=" MAGIC DOORS ARE INVISIBL
E!": GO TO 4064
7544 IF OB=Z THEN  GO TO 4064
7545 IF OB<>16 OR C(16)<>J THEN  GO TO
 7595
7550 LET M$=" LOOKS MAGIC!": GO TO 406
4
7595 IF C(OB)=J THEN  LET M$=" NOTHING
 SPECIAL TO BE SEEN": GO TO 4064
7600 LET M$=" NO THANK YOU": GO TO 406
4
7700 LET M$=" BE MORE SPECIFIC": GO TO
 4064
7800 IF RM<>24 OR OB<>23 OR F(34)<>Z T
HEN  GO TO 7810
7805 LET M$="NOTHING HAPPENS-THE METER
 NEEDS FEEDING. CAN YOU SPARE A DIME?"
7806 GO TO 4064
```

```
7810 IF RM<>24 OR OB<>23 OR F(34)<>J O
R F(23)<>Z THEN  GO TO 7830
7815 LET M$=" OK-LIGHTS UPSTAIRS ARE N
OW ON"
7820 LET F(23)=J: GO TO 4064
7830 IF RM<>24 OR OB<>23 OR F(23)<>J T
HEN  GO TO 4064
7835 LET M$=" IT'S ALREADY ON": GO TO
4064
7850 CLS
7855 PRINT AT 8,2; PAPER 3;"****STRENG
TH ALL USED UP****"
7860 GO TO 8490
8200 IF RM<>23 OR C(20)<>J OR F(27)<>Z
 THEN  GO TO 4064
8210 LET M$=" OK-DONE"
8220 LET F(27)=J: LET A=A-J: LET F(20)
=J
8250 LET C(20)=Z: LET L(20)=26: GO TO
4020
8490 PRINT
8495 PRINT ; FLASH 1;"DO YOU WANT TO S
TART AGAIN (Y/N)"
8500 INPUT Q$
8505 IF Q$<>"Y" AND Q$<>"N" THEN  GO T
O 8500
8510 IF Q$="N" THEN  GO TO 8525
8515 CLS
8518 RESTORE
8520 GO TO 9749
```

```
8525 CLS
8530 PRINT AT 8,9; FLASH 1;"GOODBYE ";
N$
8532 PAUSE 200
8535 NEW
8540 BORDER 0: PAPER 0: INK 7: CLS
8545 PRINT AT 8,2; FLASH 1;Z$;" WANDER
ING ABOUT"
8550 FOR I=J TO N
8551 IF C(I)=Z THEN  GO TO 8560
8556 LET C(I)=Z: LET F(I)=J: LET L(I)=
26
8559 LET OB=I+10: LET C(OB)=J: LET F(O
B)=Z
8560 NEXT I
8563 LET F(30)=Z: LET F(31)=Z: LET A=Z
8564 FOR X=J TO G
8565 IF C(X)=J THEN  LET A=A+J
8566 NEXT X
8567 PRINT AT 11,4; FLASH 1;"CHECK YOU
R POSSESSIONS"
8568 PAUSE 150
8569 LET F(29)=Z
8570 CLS
8572 BORDER 1: PAPER 5: INK 0: CLS
8575 GO TO 4020
8600 LET J=1: LET Z=0: LET B=2: LET PD
=Z: LET E=3: LET TC=Z
8608 LET H=4: LET N=5: LET AA=Z
8612 DIM R$(25,3)
```

```
8614 LET V=35
8616 DIM V$(V,9)
8618 LET W=33
8620 DIM O$(W,9)
8622 DIM C(W)
8624 DIM F(35)
8626 LET G=20
8628 DIM L(G)
8630 LET M$=" OFF WE GO!"
8632 LET S=150: LET RM=21
8634 LET F$="                "
8637 LET S$=""
8638 LET A=Z
8640 LET A$=" ROOM"
8642 LET B$=" MAGIC STORE"
8644 LET P$="ROOM OF "
8646 LET T$="CORRIDOR OUTSIDE "
8648 LET Z$="BLACK MAGIC"
8650 FOR I=11 TO 15
8652 LET F(I)=J
8654 NEXT I
8658 LET F(19)=J: LET F(20)=J: LET C(1
7)=J
8660 FOR I=1 TO 25
8662 READ R$(I)
8664 NEXT I
8666 FOR I=1 TO 35
8668 READ V$(I)
8670 NEXT I
8672 FOR I=1 TO 33
```

```
8674 READ O$(I)
8676 NEXT I
8678 FOR I=1 TO 20
8680 READ L(I)
8682 NEXT I
8684 RETURN
8700 DATA "S","S","S","S","S","NE","EW
","NEW","NEW","NW","E","EW","SEW","EW"
,"W"
,"E","WS","NE","EW","W","","NW","EW","
EW","W"
8702 DATA "HELP","LIST","GO","N","S","
W","E","GET","DROP","OPEN"
8704 DATA "REPAIR","DESCEND","UNLOCK",
"WEAR","EAT","PUSH","PULL","DRINK","OI
L","
WAVE","MAKE","BUILD","INSERT","CLIMB",
"MEND","READ"
8706 DATA "KICK","USE","PRESS","FIX","
ERECT","DIAL","QUIT","EXAMINE","LOOK"
8708 DATA "CARD","WAND","HAT","SCARF",
"BOX","KEY","OIL CAN","WOOD","NAILS","
HAMM
ER"
8710 DATA "SAUSAGE","EGG","POTATO","BE
AN","APPLE","POTION","COIN","","GLASS"
,"LA
DDER","HINGES","DOOR"
8712 DATA "SWITCH","LOCK","SESAME","ST
AIRS","CAN","OIL","STAIRCASE","NORTH",
```

```
"SOU
TH","WEST","EAST"
8714 DATA 15,16,11,20,13,21,17,23,24,2
5,26,26,26,26,26,18,26,26,26,26
8750 DATA "E","SEW","W","S","SE","W","
SE","NSEW","EW","NEW","NEW","W","","NS
EW",
"WE","W","WE",""
8752 DATA "NSE","NEW","SEW","W","E","S
W","NE","W","NE","WE","SW","NS","N","E
","W
E","NW","NE","NW"
8754 DATA "HELP","LIST","GO","N","S","
W","E","KICK","REMOVE","GET","DROP","O
PEN"
,"EXAMINE","LOAD","DESCEND"
8756 DATA "LIGHT","EXTINGUISH","UNLOCK
","WEAR","INSERT","EAT","FIRE","SHOOT"
8758 DATA "KILL","LIFT","PUSH","DRINK"
,"SCORE","QUIT","USE","EXTEND","CLIMB"
,"LO
OK"
8760 DATA "NECKLACE","GLASSES","ROPE",
"LADDER","WINEGLASS","BATTERIES","BUCK
ET",
"SANDWICH","GUN","KEY"
8762 DATA "UMBRELLA","GLASS OF PORT","
TORCH","GOBLET","RING","COAT","PORT","
BULL
ETS","CHALICE"
```

```
8764 DATA "PAINTING","NORTH","SOUTH","
WEST","EAST","ROOM","PORTCULLIS","PANE
L","
BOOK","CARPET","TRAPDOOR","GLASS","COF
FIN","DRAWER","DOOR","DOG","DESK"
8766 DATA 1,3,5,6,37,9,7,14,30,37,19,2
0,21,22,23,26,37,15,32,34
9010 PRINT P$;"CARDS"
9015 RETURN
9020 PRINT P$;"WANDS"
9025 RETURN
9030 PRINT P$;"HATS"
9035 RETURN
9040 PRINT P$;"SCARVES"
9045 RETURN
9050 PRINT P$;"BOXES"
9055 RETURN
9060 PRINT T$;"CARD";A$
9065 RETURN
9070 PRINT T$;"WAND";A$
9071 IF F(33)=Z THEN  PRINT AT H,Z;"WI
TH DOOR LOCKED"
9072 IF F(33)=J THEN  PRINT AT H,Z;"WI
TH DOOR OPEN"
9075 RETURN
9080 PRINT T$;"HAT";A$
9085 RETURN
9090 PRINT T$;"SCARF";A$
9095 RETURN
9100 PRINT T$;"BOX";A$
```

```
9105 RETURN
9110 PRINT "TOMMY COOPER'S";B$
9115 RETURN
9120 PRINT "GENERAL STORE";A$
9125 RETURN
9130 PRINT "MAGICIAN'S REST ROOM WITH"
9132 PRINT AT H,Z;"HIDDEN MAGIC DOOR"
9135 RETURN
9140 PRINT "PROPS";A$
9145 RETURN
9150 PRINT "PAUL DANIELS";B$
9155 RETURN
9160 PRINT "SOPRENDRO'S";B$
9165 RETURN
9170 PRINT "RECORDS OFFICE"
9175 RETURN
9180 PRINT "MAGIC TESTING ROOM"
9185 RETURN
9190 PRINT "VISITOR'S LOUNGE"
9195 RETURN
9200 PRINT "ALI BONGO'S";B$
9205 RETURN
9210 IF F(21)=J THEN  GO TO 9215
9211 PRINT "ENTRANCE HALL WITH WOODEN"
9212 GO TO 9222
9215 PRINT "ENTRANCE HALL WITH OPEN"
9216 GO TO 9222
9220 PRINT "RECEPTION HALL WITH LARGE"
9221 IF F(22)=J THEN  GO TO 9226
9222 PRINT AT H,Z;"DOOR"
```

```
9223 RETURN
9226 PRINT AT H,Z;"DOOR OPEN"
9227 RETURN
9230 PRINT "FOOT OF RICKETY STAIRCASE"
9231 IF F(27)=J THEN  GO TO 9236
9232 RETURN
9236 PRINT AT H,Z;"WITH LADDER IN POSI
TION"
9237 RETURN
9240 PRINT "CONTROL ROOM WITH SWITCH"
9241 PRINT AT H,Z;"ON WALL"
9245 RETURN
9250 PRINT "BOILER";A$
9255 RETURN
9260 PAUSE 200
9261 CLS
9262 BORDER 2: PAPER 2: INK 7: BRIGHT
1: CLS
9265 PRINT AT 4,0;"THE GRAND MASTER MA
GICIAN TAKES"
9266 PRINT "ALL THE ITEMS AND INFORMS
YOU OF"
9267 PRINT "AN ABANDONNED CASTLE CONTA
INING"
9268 PRINT "TREASURE. THIS IS TO BE YO
UR"
9269 PRINT "REWARD IF YOU CAN LOCATE I
T ALL"
9270 PRINT "AND REMOVE IT FROM THE CAS
TLE."
```

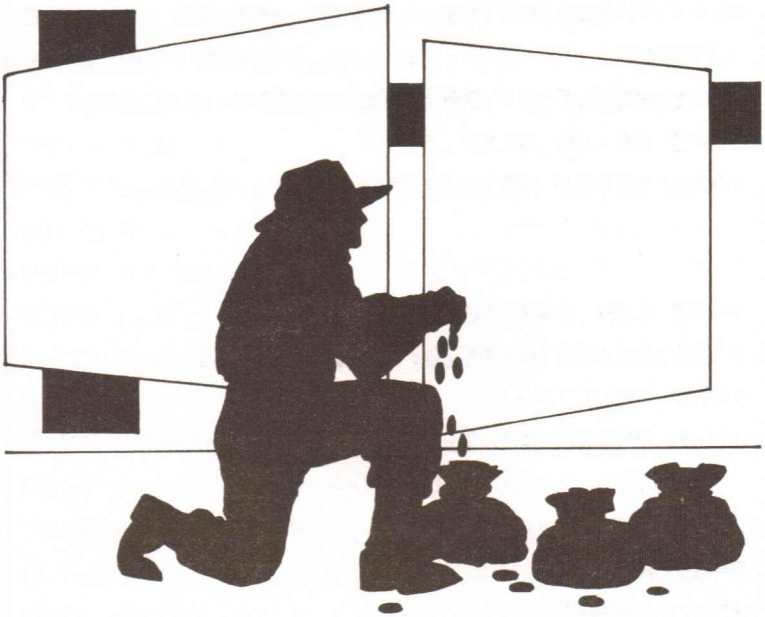
```
9271 PRINT "HE ALSO AWARDS YOU AN EXTR
A 50"
9272 PRINT "STRENGTH POINTS."
9273 PRINT : PRINT : PRINT
9274 PRINT "PRESS ENTER TO BE TRANSPOR
TED"
9275 PRINT "TO DRAWBRIDGE OF THIS CAST
LE."
9276 INPUT Q$
9277 IF Q$<>"" THEN  GO TO 9276
9280 CLS
9281 FOR I=1 TO 5
9285 PRINT AT 5,4;"YOU ARE ON YOUR MAG
IC"
9286 PRINT AT 7,4;"FLIGHT TO THE CASTL
E."
9287 PRINT AT 12,3;"USE ""SCORE"" TO M
ONITOR"
9288 PRINT AT 13,3;"YOUR PROGRESS IN C
ASTLE."
9289 BORDER I
9290 PAUSE 20
9291 NEXT I
9292 PRINT AT 18,8;"NEARLY THERE"
9295 BRIGHT 0: GO TO 10
9310 PRINT
9311 PRINT " The hat is guarded by Tom
my"
9312 PRINT " Cooper's MAGIC SPELL and
to"
```

```
9313 PRINT " break this you must solve
 a"
9314 PRINT " puzzle."
9315 PRINT : PRINT " Do you wish to at
tempt the"
9316 PRINT " puzzle (Y/N)?"
9325 INPUT Q$
9326 IF Q$<>"Y" AND Q$<>"N" THEN  GO T
O 9325
9327 IF Q$="Y" THEN  GO TO 9340
9328 GO TO 9514
9340 CLS
9345 BORDER 4: PAPER 5: INK 0: CLS
9346 GO SUB 9450
9347 PRINT AT 3,5;"TOMMY COOPER'S PUZZ
LE"
9349 PRINT AT 6,1;"You are challenged
to deduce"
9350 PRINT AT 7,1;"a number selected b
y Tommy"
9351 PRINT AT 8,1;"Cooper. You are all
owed ten"
9352 PRINT AT 9,1;"attempts. For each
guess you"
9353 PRINT AT 10,1;"will be given a
for each"
9354 PRINT AT 11,1;"digit which is in
the correct"
9355 PRINT AT 12,1;"position and a   f
or any"
```

```
9356 PRINT AT 13,1;"other digit which
is in the"
9357 PRINT AT 14,1;"number but in wron
g position"
9358 PRINT AT 18,4;"Press ENTER when r
eady"
9359 INPUT Q$
9360 IF Q$<>"" THEN  GO TO 9359
9361 CLS
9362 GO SUB 9450
9363 PRINT AT 2,5;"TOMMY COOPER'S PUZZ
LE"
9365 PRINT AT 3,3;"
     "
9366 PRINT AT 4,5;"No.   Guess   Answe
r"
9367 FOR I=4 TO 15
9368 PRINT AT I,3;" ";AT I,9;" ";AT I,
17;" ";AT I,26;" "
9369 NEXT I
9370 PRINT AT 5,4;"
    "
9371 PRINT AT 16,3;"
      "
9372 LET K=5
9373 LET U$="       "
9374 LET I$="       "
9375 DIM D$(4): DIM G$(5): DIM H$(4)
9378 FOR I=1 TO 4
9379 LET D$(I)=STR$ (INT (RND*10))
```

```
9380 NEXT I
9381 LET E$=D$
9382 FOR D=1 TO 10
9383 LET K=K+1
9384 PRINT AT K,6;D
9385 PRINT AT 18,4;"4 digits in the nu
mber"
9386 PRINT AT 19,6;"ENTER GUESS NO. ";
D
9387 INPUT G$
9388 IF CODE G$(1)<48 OR CODE G$(1)>57
 THEN  GO TO 9387
9389 IF G$(4 TO 4)=" " THEN  GO TO 938
7
9390 IF G$(5 TO 5)<>" " THEN  GO TO 93
87
9391 PRINT AT K,11;G$( TO 4)
9392 LET P=Z: LET WW=Z
9393 FOR I=J TO 4
9394 IF D$(I)<>G$(I) THEN  GO TO 9398
9395 LET P=P+1
9396 LET D$(I)="."
9397 LET G$(I)="."
9398 NEXT I
9399 FOR I=J TO 4
9400 IF D$(I)="." THEN  GO TO 9407
9401 FOR O=J TO 4
9402 IF D$(I)<>G$(O) THEN  GO TO 9406
9403 LET WW=WW+1
9404 LET G$(O)="."
```

```
9405 LET O=4
9406 NEXT O
9407 NEXT I
9408 LET D$=E$
9409 LET H$=U$( TO P)+I$( TO WW)
9410 PRINT AT 19,6;"
 "
9411 PRINT AT K,19;H$
9412 IF H$( TO 4)=U$( TO 4) THEN  GO T
O 9420
9413 NEXT D
9414 PRINT AT 18,3;"
      "
9415 PRINT AT 18,5;"THE NUMBER WAS ";
FLASH 1;D$
```



```
9416 PAUSE 100: GO TO 9440
9420 PRINT AT 18,3;"
      "
9421 PRINT AT 18,2;"WELL DONE-SPELL IS
 BROKEN"
9422 PAUSE 50
9423 PRINT AT 19,8; INK 3; FLASH 1;"JU
ST LIKE THAT"
9424 LET O$(18)=D$( TO 4)
9425 LET M$="THE HAT IS NOW UNGUARDED"
9426 LET TC=1
9427 PAUSE 120
9428 CLS
9429 BORDER 1: PAPER 5: INK 0: CLS
9430 GO TO 4020
9440 PRINT AT 19,4;"YOU FAILED AND THE
 SPELL"
9441 PRINT AT 20,8;"SPIRITS YOU AWAY"
9442 GO TO 9617
9450 PRINT AT 0,0;"

  "
9453 FOR I=J TO 20
9454 PRINT AT I,0;" ";AT I,31;" "
9455 NEXT I
9456 PRINT AT 21,0;"

  "
9459 RETURN
9500 PRINT
```

```
9501 PRINT " The card is protected by
PAUL"
9502 PRINT " DANIELS patter. In order
to"
9503 PRINT " silence the flow of jokes
 and"
9504 PRINT " release the card you must
 pass"
9505 PRINT " a test."
9506 PRINT : PRINT ;" Do you wish to a
ttempt this"
9508 PRINT " test (Y/N)?"
9511 INPUT Q$
9512 IF Q$<>"Y" AND Q$<>"N" THEN  GO T
O 9511
9513 IF Q$="Y" THEN  GO TO 9520
9514 LET RM=INT (RND*5)+21
9515 LET M$="REFUSAL SENT YOU HERE"
9516 CLS
9517 BORDER 1: PAPER 5: INK 0: BRIGHT
0: CLS
9518 GO TO 4020
9520 CLS
9525 BORDER 0: PAPER 6: INK 0: BRIGHT
1: CLS
9526 GO SUB 9630
9527 PRINT AT 3,6;"PAUL DANIELS TEST"
9530 PRINT AT 5,2;"Paul Daniels and yo
u take"
9531 PRINT AT 6,2;"turns to remove 1,2
```

```
 or 3"
9532 PRINT AT 7,2;"cards from a long l
ine of"
9533 PRINT AT 8,2;"cards. Your task is
 to force"
9534 PRINT AT 9,2;"him into allowing y
ou to"
9535 PRINT AT 10,2;"take the last card
."
9536 PRINT AT 12,2;"You have the advan
tage of"
9537 PRINT AT 13,2;"first choice."
9538 PRINT AT 16,2;"Press ENTER when r
eady."
9539 INPUT Q$
9540 IF Q$<>"" THEN  GO TO 9539
9546 CLS : GO SUB 9630
9547 PRINT AT 2,6;"PAUL DANIELS TEST"
9548 RANDOMIZE
9549 LET P=INT (RND*3)+21
9550 PRINT AT 4,4;"
     "( TO P);AT 6
,8;P;" CARDS"
9551 PRINT AT 8,2;"                ";AT
10,2;"                "
9552 PRINT AT 12,2;"How many will you
remove?"
9553 INPUT Q$
9554 IF LEN Q$>1 THEN  GO TO 9590
9555 LET R=CODE Q$-48
```

```
9556 IF R<1 OR R>3 THEN  GO TO 9590
9557 IF P<=2 AND R>P THEN  GO TO 9553
9558 PRINT AT 12,2;"
        ";AT 10,2;"                    "
9559 LET P=P-R
9560 PRINT AT 6,8;P;" Card";"s" AND P<
>1;" Left    ";AT 8,2;"You remove ";R
9561 GO SUB 9580
9562 IF P<1 THEN  GO TO 9575
9563 LET M=INT (P/4)*4
9564 IF P=M THEN  LET R=INT (RND*3)+1
9565 IF P<>M THEN  LET R=P-M
9566 LET P=P-R
9567 PRINT AT 10,2;"He removes ";R
9568 PAUSE 100: GO SUB 9580
9569 PRINT AT 6,8;P;" Card";"s" AND p<
>1;" left    "
9570 IF p<1 THEN  GO TO 9573
9571 GO TO 9551
9573 PAUSE 100
9574 GO TO 9615
9575 PAUSE 100
9576 GO TO 9600
9580 PRINT AT 4,P+4; FLASH 1;"    "( TO
 R)
9581 PAUSE 100
9582 PRINT AT 4,P+4;"    "( TO R)
9585 RETURN
9590 PRINT AT 14,2;"Please enter only
1,2 or 3"
```

```
9591 PAUSE 100
9592 PRINT AT 14,2;"
          "
9593 GO TO 9553
9600 PRINT AT 16,2;"WELL DONE - THE PA
TTER HAS"
9601 PRINT AT 17,2;"NOW CEASED"
9602 LET PD=1
9603 LET M$="THE CARD IS NOW UNPROTECT
ED"
9604 PAUSE 100
9605 CLS
9608 BORDER 1: PAPER 5: INK 0: BRIGHT
0: CLS
9609 GO TO 4020
9615 PRINT AT 16,2;"You lose - the jok
es now send"
9616 PRINT AT 17,2;"you off --to WHERE
???"
9617 PAUSE 200: LET S=S-20
9618 LET M$="FAILURE HAS SENT YOU HERE
 AND   COST YOU 20 STRENGTH POINTS"
9619 LET RM=INT (RND*5)+21
9620 CLS
9621 BORDER 1: PAPER 5: INK 0: BRIGHT
0: CLS
9622 GO TO 4020
9630 PRINT AT 0,0;"
  "
9631 FOR I=J TO 20
```

```
9632 PRINT AT I,0;" ";AT I,31;" "
9633 NEXT I
9634 PRINT AT 21,0;"

  "
9635 RETURN
9650 PRINT : PRINT ;" THE CORRIDOR IS
SHROUDED IN"
9651 PRINT " MIST AND NO EXITS CAN BE
SEEN"
9653 PRINT " A VOICE BOOMS OUT....."
9655 PRINT " ENTER THE UMBRELLA ORDER
CODE"
9656 PRINT " NO. AND I WILL CLEAR THE
MIST"
9660 INPUT Q$
9661 IF Q$=J$ THEN GO TO 9675
9662 PRINT : PRINT ;"          NOT CORRE
CT"
9666 PRINT " BANISHED TO FRONT COURTYA
RD"
9667 PRINT " LOSS OF 25 STRENGTH POINT
S"
9668 LET X=X-25
9669 LET RM=25
9670 PAUSE 200
9671 GO TO 20
9675 LET TF=J
9676 LET M$="MIST HAS NOW CLEARED"
9677 LET R$(13)="NSE"
```

```
9678 GO TO 20
9700 CLS
9701 RESTORE
9702 PRINT AT 10,9; INK 7; FLASH 1;"ST
OP THE TAPE"
9703 PRINT AT 13,0; INK 7;"DO YOU REQU
IRE INSTRUCTIONS(Y/N)"
9705 INPUT Q$
9706 IF Q$<>"Y" AND Q$<>"N" THEN  GO T
O 9705
9707 IF Q$="N" THEN  GO TO 9745
9708 BORDER 3: PAPER 5: INK 0: CLS
9709 GO SUB 9760
9710 PRINT AT 1,7;"MAGIC ADVENTURE";AT
 2,7;"***************"
9711 PRINT AT 4,1;"You are about to en
ter a world"
9712 PRINT AT 5,1;"of magic where all
is not what"
9713 PRINT AT 6,1;"it appears to be. T
AKE CARE."
9714 PRINT AT 8,1;"Somewhere in this b
uilding"
9715 PRINT AT 9,1;"there are some MAGI
C props"
9716 PRINT AT 10,3;"(WAND,HAT,CARD,SCA
RF,BOX)"
9717 PRINT AT 11,1;"which you are to c
ollect."
9718 PRINT AT 12,1;"You must return wi
```

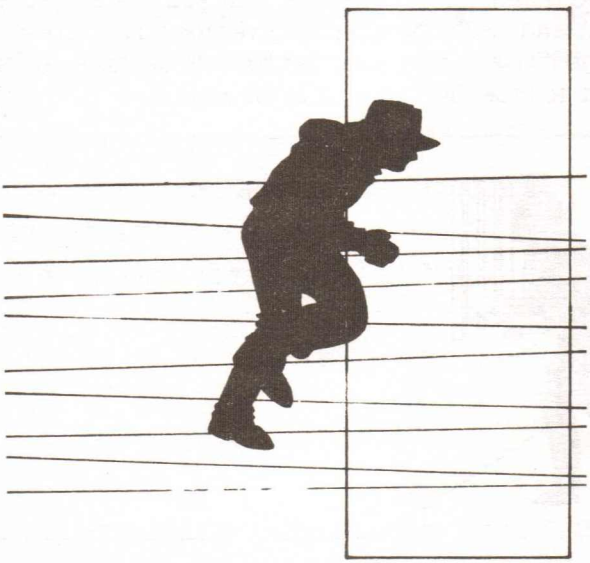
```
th them in"
9719 PRINT AT 13,1;"your possession to
 the"
9720 PRINT AT 14,1;"RECEPTION AREA to
complete"
9721 PRINT AT 15,1;"the first part of
this MAGIC"
9722 PRINT AT 16,1;"ADVENTURE. You com
mence with"
9723 PRINT AT 17,1;"a STRENGTH FACTOR
of 150"
9724 PRINT AT 18,1;"(displayed on scre
en). If this"
9725 PRINT AT 19,1;"reaches ZERO you w
ill be"
9726 PRINT AT 20,1;"unable to continue
."
9727 PAUSE 900
9728 CLS : GO SUB 9760
9729 PRINT AT 1,7;"MAGIC ADVENTURE";AT
 2,7;"***************"
9730 PRINT AT 4,1;"All normal Adventur
e-type"
9731 PRINT AT 5,1;"Inputs such as GO N
ORTH are"
9732 PRINT AT 6,1;"used but direction
commands"
9733 PRINT AT 7,1;"can be shortened to
 N etc."
9734 PRINT AT 9,1;"LIST will describe
```

```
your"
9735 PRINT AT 10,1;"current possession
s."
9736 PRINT AT 12,1;"QUIT allows you to
 re-start."
9737 PRINT AT 14,1;"Do you wish to rea
d these"
9738 PRINT AT 15,1;"instructions again
 (Y/N)?"
9739 INPUT Q$
9740 IF Q$<>"Y" AND Q$<>"N" THEN  GO T
O 9739
9741 IF Q$="N" THEN  GO TO 9745
9742 CLS
9743 GO TO 9709
9745 PRINT AT 18,3; PAPER 2; INK 7; FL
ASH 1;"ENTER NAME OF ADVENTURER";AT 19
,3;"
                              ";AT 20,3;"NOT
 MORE THAN 10 LETTERS"
9746 INPUT N$
9747 IF LEN N$>10 THEN  GO TO 9745
9749 CLS
9750 PRINT AT 10,2; BRIGHT 1; FLASH 1;
 PAPER 4;"WAIT FOR A FEW SECONDS WHILE
"
9751 PRINT AT 11,2; PAPER 4; BRIGHT 1;
 FLASH 1;"
"
9752 PRINT AT 12,2; PAPER 4; BRIGHT 1;
```

```
 FLASH 1;" MAGIC EFFECTS SETTLE DOWN
"
9754 GO TO 4010
9760 PRINT AT 0,0;"

  "
9761 FOR I=1 TO 20
9762 PRINT AT I,0;" ";AT I,31;" "
9763 NEXT I
9764 PRINT AT 21,0;"

  "
9765 RETURN
9995 SAVE "ADVENTURE" LINE 9700
```



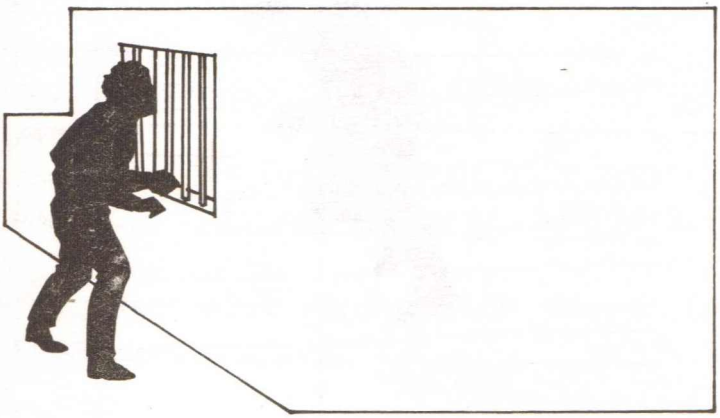
LUNATIC DREAMS

Oh, why did you escape from your comfortable cell in the Green Park Lunatic Asylum. Life was easy there — made-to-measure strait-jackets and all the candles you could eat. But now you are in the big wide world with your warped view of life, and things are pretty tough.

In this madcap adventure, written by the none-too-sane Edward Way from Ashford, you must attempt to get back to your cell.

The program shows a new style of programming technique for adventures. The program largely consists of data, presenting the adventurer with a situation and giving him two options (chosen by pressing key '1' or key '2').

And a final hint: remember that you are an escaped lunatic and, as the data rather gives the adventure away, I suggest you bribe a younger brother or sister, or find a friend, to type the program in for you.



```
  10 REM ??????LUNATIC DREAMS??????
  20 GO SUB 160: LET L=1
  30 PAPER 0: INK 7: CLS
  40 FOR T=1 TO 8: BEEP .09,RND*55: BO
RDER INT (RND*8): NEXT T
  50 PRINT : PRINT W$(L)
  60 IF W(L)=1 THEN  PRINT "YOU WERE N
OT CRAZY ENOUGH TO WIN THIS ADVENTURE"
  70 IF W(L)=1 THEN  PRINT "IF YOU WAN
T ADVICE, TRY WRITING ADVENTURE GAMES.
....
..THAT WILL SEND YOU CRAZY": STOP
  90 IF W(L)=2 THEN  PRINT "WELL DONE!
 YOU MUST BE MAD TO   FINISH THIS ADVE
NTUR
E!!!": STOP
 100 PRINT "DO YOU:": PRINT : PRINT  F
LASH 1;"1. "; FLASH 0;A$(L): PRINT  FL
ASH
1;"2. "; FLASH 0;B$(L)
 110 LET N$=INKEY$: IF INKEY$="" THEN
 GO TO 110
 120 IF N$="1" THEN  LET L=A(L): GO TO
 30
 130 IF N$="2"  THEN  LET L=B(L): GO T
O 30
 140 GO TO 110
 150 CLS
 160 DIM W$(25,130): DIM A$(25,80): DI
M B$(25,80)
```

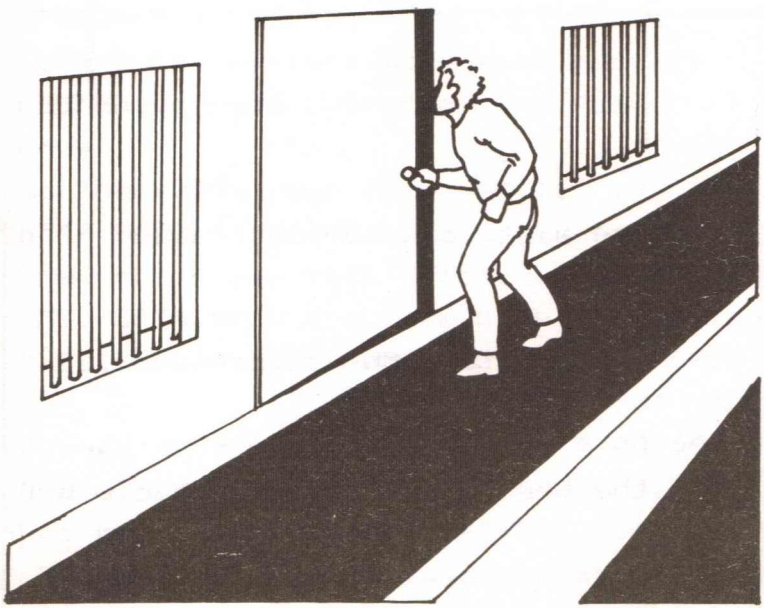
```
 170 DIM W(25): DIM A(25): DIM B(25)
 180 FOR X=1 TO 25
 190 READ W$(X): READ W(X): READ A$(X)
: READ A(X): READ B$(X): READ B(X)
 200 NEXT X
 210 DATA "You have crashed on an isla
nd",0
 220 DATA "Hobble along the beach",2,"
Stay by your hanglider",10
 230 DATA "A roaring tiger appears",0
 240 DATA "Run into the forest",3,"Jum
p into the water",11
 250  DATA "You see a dark cavern",0
 260 DATA "Enter it",4,"Keep going inl
and",7
 270  DATA "You see a bag of gold",0
 280  DATA "Leave it",5,"Take it",6
 290 DATA "A troll ambles past and tak
es   the gold. Your chance to be rich,
 GON
E!"
 300 DATA 0,"Cry for help",10,"Practic
e being a lawnmower",25
 310 DATA "A monster appears, you cann
ot   run away as the gold is too     h
eavy
",1,"",0,"",0
 320  DATA "You see a bottle of wine",
0
 330  DATA "Drink it",8,"Rub the bottl
```

```
e",9
 340 DATA "You feel rather happy, pink
 diskdrives dance before your eyes!",1
,"",
0,"",0
 350 DATA "A genie appears and gives y
ou a wish...",0
 360 DATA "Wish to go home",25,"Wish t
o be filthy rich",4
 370 DATA "A spaceship lands",0
 380 DATA "Enter it",12,"jump in the w
ater",11
 390 DATA "You see a PIRATE ship",0
 400 DATA "Go to shore",3,"Board the s
hip",15
 410 DATA "The aliens want to CONQUER
EARTH",0
 420 DATA "Help them",14,"Fight them",
13
 430 DATA "Foolish person, you are kil
led  in the conflict",1,"",0,"",0
 440 DATA "It was a hard battle but yo
u wonYou are standing in the battle  f
ield
"
 450 DATA 0,"Survey the battlefield",1
6,"Rest and do nothing",14
 460 DATA "You become a pirate for yea
rs   before, following a violent galey
our
```

```
ship is smashed and you   are cast adr
ift in a bath",0
 470 DATA "Wish to pray",9,"Paddle for
 shore",20
 480 DATA "A wounded human limps towar
ds   you",0
 490 DATA "Kill him",18,"Dress his wou
nds",17
 500 DATA "He turns out to be the Lead
er ofone of the majjor countries thaty
ou d
efeated",0
 510 DATA "Flee from him",3,"Ask for f
orgiveness",19
 520 DATA "Mistake made with message s
houldhave read Leader of the ALIEN   f
orce
s. They WERE your friends",1,"",0,"",0
 540 DATA "You get his forgiveness and
 he  sends you back home",2,"",0,"",0
 550 DATA "You are in a bath, there is
 a   rubber duck and a sponge with   y
ou",
0
 560 DATA "Stay in the warm bath",21,"
Get out and dry yourself",22
 570 DATA "I don't blame you at all...
but  you MUST DO SOMETHING",20,"",0,""
,0
 580 DATA "You're out, you're dry but
```

```
do   you want to take your rubber    d
uck
with you?"
 590 DATA 0,"Say,'Oh yes please'",23,"
Say 'No thankyou'",24
 600 DATA "You didn't know that carryi
ng   the SACRED DUCK is punishable byD
EATH
 here"
 610 DATA 1,"",0,"",0
 620 DATA "You are in a clearing in a
     forest",0
```

```
 630 DATA "Go to the east back to the
cave",3,"Make for the port to the west
",11
 640 DATA "You are back at home in you
r ownpadded cell, the straight-jacket
fits
 snugly"
 650 DATA 2,"",0,"",0
 660 RETURN
```



PLAYING ADVENTURES ON YOUR SPECTRUM

After typing and playing a number of the programs in this book, I'm sure you'll agree that they are no easy matter. You probably had to think hard to solve them — if, that is, you managed to solve them at all. This section of the book is devoted to help you play, and solve, adventures.

I will start by giving you three major pieces of advice when playing an adventure.

1) Make a map of your travels. This is an essential task. As you travel around the adventure — making a diagram of the locations with all available exits — a brief description of the room and its contents will be of great use. For example, suppose you come across a fire at a location which prevents you from passing on further into the adventure. You remember that there was a stream a few locations back, and before that a bucket; but you can't remember the exact direction, nor whether you had to cross any other obstacles to get there. If you had a map then such a situation would not occur.
2) If the adventure you are playing — and this will only apply if you are playing a huge, commercial adventure — has a Game Save feature (allowing you to save your present situation and status on tape to continue later), then use it regularly. Saving your position then allows you to try something dangerous, such as jumping across a cavern or

fighting a huge dragon, knowing that, if you fail, a few minutes of cassette loading and you are back to your previous position.

3) Do not disregard the characters, the objects, or the descriptions of the locations that you pass through. My example of the fire is a good one. Every object in an adventure has been put there by the programmer for a reason. The reason may be to fool you, to waste your time, or just to add a little realism but, even so, you shouldn't disregard anything found in an adventure. Often, the useless bits and pieces found early on in an adventure turn out to be vitally important as the player reaches the latter stages of the program.

Finally, another piece of advice . . . THINK! Don't expect the obvious to happen every time. Adventure programmers are a creative bunch and like nothing more than sitting up until two in the morning devising ever more difficult and complex puzzles to solve. One particular type of puzzle that you will find is to do with lateral thinking, when you must think away from the usual expected result and come up with often bizarre, but nonetheless correct and valid, answers to a problem.

What now follows are some solutions to problems found in popular adventures devised for the Spectrum by commercial software houses; and then there are some hints to help with the adventures in the first book in this series, 'Adventures for Your Spectrum'.

THE HOBBIT

What other adventure can one start with. This classic adventure game features text and excellent graphics combined with fiendish puzzles, complex word input and all based on the famous Tolkien book.

a) **The Butler of the Elvenking**

Wear the magic ring to avoid being captured.

b) **The Elvenking's Dungeon**
Look carefully and you will see that the butler is so drunk that he is opening and closing the dungeon door. Put on the magic ring, WAIT until the butler unlocks the door and then leave. Going south west takes you to the cellar.

c) **Beorn's House**
Opening the cupboard behind the curtain at Beorn's House results in you finding some food; this will help to nourish you and provide you with the strength to break down doors and fight the evil creatures.

d) **Gollum**
Perhaps the largest red herring in the book. I know of many adventurers who have solved 'The Hobbit' without involving themselves with Gollum. It seems that this is the best policy, since if you answer one of his riddles and get it wrong then you're in for a rather violent end.

e) **The Spider's Web**
If you wish to get out of this one, you need to SMASH WEB. In that area, however, the spiders will continually rebuild the web so you may need to smash the web several more times. If you smash the web with the sword (SMASH WEB WITH SWORD is the exact command), the web will not be rebuilt. In doing so, you may smash the sword.

f) **The Magic Ring**
Absolutely vital to your plans, the magic ring is found in the Goblin's caves and when worn renders the player invisible. When you are invisible, the computer will tell you that the ring does not seem to be there; but don't worry, you will still have it for later action such as avoiding being captured.

g) **The Strong, Short Sword**
This is to be found in the Troll's cave and can be used

extensively for smashing and attacking creatures and objects, such as the trapdoor in the Goblin's caves. It is quite fragile and may break at any time, so use it with some care.

h) **The Troll and the Key**
You need to reach the trolls' clearing to collect the large key. You should wait until the dawn of a new day when the trolls will turn to stone. But you should wait away from the trolls' clearing, though not too far away or you may not find your way back in time.

COLOSSAL CAVE ADVENTURE

The 'grand-daddy' of them all, 'Colossal Cave' is Level 9's version of the mainframe adventure written by Crowther and Woods all those years ago (well, in the seventies).

a) **The Shadowy Figure**
Despite its mysterious aura, try and be friendly and WAVE.

b) **The Rusty Gate**
A simple solution this, to the gate that bars your way to the north of the Giant's room. Just a bottle of oil to ease those hinges should do the trick.

c) **The Black Rod**
An instant saviour, the Black Rod will construct a bridge for you over the wide fissure if you type WAVE ROD.

d) **Magic Words**
'XYZZY' and 'FEE FIE FOE FOO' are magic words in this adventure. Uttering them will do some very wonderful things but only in the right set of circumstances. For example, with the former, if you SAY XYZZY in a location where that word is written, then you will be transported to the building on the outside.

This works both ways. If, with the latter phrase, you type each three-letter word, then press ENTER, the golden eggs will be moved from wherever they are back to the Giant's room. This is a useful way of avoiding giving the treasure to the Troll.

OTHER HELP WITH OTHER ADVENTURES

And now a few pieces of advice kindly supplied by Peter Shaw, the Technical Editor of *Your Spectrum* magazine.

Black Crystal: The Number of the Beast is 666. There is no need to enter the gold mine. Be patient; you will often be killed in the graphic battles but if you persist you will eventually get there.

Planet of Death: When in prison, examine the bars of your cell and you will find that they are loose. You can then BREAK BARS.
WADE INTO LAKE while wearing the boots will find you the gold coin.
GET GREEN MAN then DROP GREEN MAN enables you to get the mirror unbroken. After the Green Man is dropped, show no mercy and shoot him.

Ship of Doom: WEARing the Infra-Red glasses will enable you to look in the dark corner.
Inserting battery into 'Silver Rod with slot' gives you a Sonic Screwdriver.

Here, as promised earlier, are some clues to aid you in the solution of the adventures in the first book of Spectrum adventure games.

EVERYDAY ADVENTURE

a) Your objective is to avoid the wrath of your mother! From the situation at home, you can deduce that you had a party there and that your mum will be back in a few hours. You must clean up the mess and replace the vase.

b) To replace the vase, you need to go into town. Find the Bus Stop and WAIT a while; when the bus comes along you must alight. Do not be tempted by the bus stops along the way; wait until you reach the last stop and the bus drives off.

c) You may not have enough money to buy the vase; if this is the case then you need to see the girl in the cul-de-sac (this is the same advice that your friend would have given you, if you had lent him money). Once you meet her, your clothes and your verbal abilities will make a vital difference. If you are wearing hobnails and a souwester then your chances are nil: you must go and get some clothes from the store in the town centre. You need to charm the girl before she will lend you some money. Have a look at the program listing to see what you can say to her.

d) It seems a good time to mention the effect of clothes on the game. At the beginning of the adventure you are given the choice of three sets of clothes. Each set has its advantages and disadvantages. The hobnails and souwester will keep you dry and allow you to kick the bully if he approaches you, but they will not succeed when chatting up the girl. The jogging outfit offers you maximum running speed in certain situations and will still give you a chance

with the girl; however, if it starts to rain you will get soaking wet and you will have no footwear with which to attack the bully. So, you pays your money and you takes your choice.

e) I'm afraid that this is the last clue that I am going to give you concerning 'Everyday Adventure'. If you manage to get the vase and return home with it don't be so foolish as to put the object down in the same way as you would any other object in standard adventures. In other words, DON'T DROP IT! PLACE the vase in the correct room.

Good luck with the many other puzzles in this adventure; if you're very stuck, then please write to me.

COMPUTER ADVENTURE

a) Make sure that the machine is switched off before entering it, otherwise you will be fried.

b) Look around for any signs of damage, dirty connections or broken leads. You cannot kill the Rom Bugs, but you can DEBUG them.

c) Allow a little poetic licence in this adventure; soldering irons and light pens can be carried inside the computer and are vital to your success.

d) It is vital in this adventure — more than in most adventures — to try and make a complete map of the game. This is the only way you will be able to sort out all the problems in the computer.

e) When you think you have all the problems ironed out, you must leave the machine via the shrink ray, using the computer in the same way as you would a proper computer. Heed any codes that come onto the screen.

RING OF POWER

a) This classic adventure is essentially a game of exploration, with your movement often blocked by obstructions. When you enter the first maze — and you must do this in order to collect a key — then type in the directions, one by one, that I gave in the preamble to the adventure. The letters give you the direction to be followed to enable you to get out of the maze with the key.

b) Dropping the coins down the well will reveal several more rooms to explore.

c) The Grim Reaper is to be found in many places in this adventure; you must try to avoid all the monsters and 'nasties' that abound. The word 'Reaper' is of use in the adventure. Typing this word in front of the Altar Room leads to the altar cracking and a new passageway being revealed.

d) A silver bullet in the gun will finish the werewolf, while dropping the bone will cause the dog to slink away, hungrily, with the bone.

e) You must collect the five different keys before you can get hold of the Ring of Power.

f) Typing the code '5381900' into the computer will result in a hatchway appearing, large enough for you to enter.

And now for my final piece of advice, DON'T PANIC! If you find the adventures too frustrating then don't play them . . . after all, they are supposed to be fun! For those who can stand the long hours of mental stimulation, good luck and happy adventuring!

GLOSSARY

A

Accumulator — the place within the computer in which arithmetic computations are performed and where the results of these computations are stored.

Algorithm — the series of steps the computer follows to solve a particular problem.

Alphanumeric — this term is usually used in relation to a keyboard, as in 'it is an alphanumeric keyboard', which means that the keyboard has letters as well as numbers. It is also used to refer to the 'character set' of the computer. The character set comprises the numbers and letters the computer can print on the screen.

ALU (Arithmetic/Logic Unit) — the part of the computer which does arithmetic (such as addition, subtraction) and where decisions are made.

AND — a Boolean logic operation that the computer uses in its decision-making process. It is based on Boolean algebra, a system developed by mathematician George Boole (1815-64). In Boolean algebra the variables of an expression represent a logical operation such as OR and NOR.

ASCII — stands for American Standard Code for Information Exchange, the most widely used encoding system for English language alphanumerics. There are 128 upper and lower case letters, digits and some special characters. ASCII converts the symbols and control instructions into seven-bit binary combinations.

Assembler — a program which converts other programs written in assembly language into machine code (which the computer can understand directly). Assembly language is a low level programming language which uses easily memorised combinations of two or three letters to represent a particular instruction which the assembler then converts so the machine can understand it. Examples of these are ADD (add), and SUB (subtract). A computer programmed in assembly language tends to work more quickly than one programmed in a higher level language such as BASIC.

B

BASIC — an acronym for Beginners All-Purpose Symbolic Instruction Code. It is the most widely used computer language in the microcomputer field. Although it has been criticised by many people, it has the virtue of being very easy to learn. A great number of BASIC statements resemble ordinary English.

Baud — named after Baudot, a pioneer of telegraphic communications. Baud measures the rate of transfer of information and is approximately equal to one bit per second.

BCD — an abbreviation for Binary Coded Decimal.

Benchmark — a test against which certain functions of the computer can be measured. There are a number of so-called 'standard Benchmark tests', but generally these only test speed. This is rarely the aspect of a microcomputer that is most of interest to the potential buyer.

Binary — a numbering system that uses only zeros and ones.

Bit — an abbreviation for Binary Digit. This is the smallest unit of information a computer circuit can recognise.

Boolean Algebra — the system of algebra developed by mathematician George Boole which uses algebraic notation to express logical relationships (see AND).

Bootstrap — a short program or routine which is read into the computer when it is first turned on. It orients the computer to accept the longer, following program.

Bug — an error in a computer program which stops the program from running properly. Although it is generally used to mean only a fault or an error in a program, the term bug can also be used for a fault in the computer hardware.

Bus — a number of conductors used for transmitting signals such as data instructions, or power in and out of a computer.

Byte — a group of binary digits which make up a computer word. Eight is the most usual number of bits in a byte.

C

CAI — Computer Assisted Instruction.

CAL — Computer Assisted Learning. The term is

generally used to describe programs which involve the learner with the learning process.

Chip — the general term for the entire circuit which is etched onto a small piece of silicon. The chip is, of course, at the heart of the microcomputer.

Clock — the timing device within the computer that synchronises its operations.

COBOL — a high level language derived from the words Common Business Orientated Language. COBOL is designed primarily for filing and record-keeping.

Comparator — a device which compares two things and produces a signal related to the difference between the two.

Compiler — a computer program that converts high level programming language into binary machine code so the computer can handle it.

Complement — a number which is derived from another according to specified rules.

Computer — a device with three main abilities or functions:
1) to accept data
2) to solve problems
3) to supply results

CPU — stands for Central Processing Unit. This is the heart of the computer's intelligence, where data is handled and instructions are carried out.

Cursor — a character which appears on the TV screen when the computer is operating. It shows where the next character will be printed. On a computer there are usually 'cursor control keys' to allow the user to move the cursor around the screen.

D

Data — information in a form which the computer can process.

Debug — the general term for going through a program and correcting any errors in it, that is, chasing down and removing bugs (see Bug).

Digital Computer — a computer which operates on information which is in a discrete form.

Disk/Disc — this is a magnetically sensitised plastic disk, a little smaller than a single play record. This is used for

storing programs and for obtaining data. Disks are considerably faster to load than a cassette of the same length program. The disk can be searched very quickly while a program is running for additional data.

Display — the visual output of the computer, generally on a TV or monitor screen.

Dot Matrix Printer — a printer which prints either the listing of a program or that which is displayed on the TV screen. Each letter and character is made up of a number of dots. The higher the number of dots per character the finer the resolution of the printer.

Dynamic Memory — a memory unit within the computer which 'forgets' its contents when the power is turned off.

E

Editor — this term is generally used for the routine within the computer which allows you to change lines of a program while you are writing it.

EPROM — stands for Erasable Programmable Read-Only Memory. This is like the ROM in the computer, except that it is fairly easy to load material into an EPROM and it doesn't disappear when you turn the power off. EPROMs must be placed in a strong ultra violet light to erase them.

Error Messages — the information given by a computer where there is a fault in the coding during a part of a program, usually shown by the computer stopping, and printing a word, or a word and numbers, or a combination of numbers only, at the bottom of the screen. This tells you what mistake has been made. Common mistakes include using the letter O instead of zero in a line, or leaving out a pair of brackets, or one of the brackets, in an expression, or failing to define a variable.

F

File — a collection of related items of information organised in a systematic way.

Floppy Disk — a relatively cheap form of magnetic disk used for storing computer information, and so named because it is quite flexible (see Disk/Disc).

Flow Chart — a diagram drawn up before writing a program, in which the main operations are enclosed within

rectangles or other shapes and connected by lines, with arrows to represent loops, and decisions written at the branches. It makes writing a program much easier because traps such as infinite loops, or non-defined variables can be caught at an early stage. It may not be worth writing a flow chart for very short programs, but generally a flow chart aids in creating programs.

Firmware — there are three kinds of 'ware' in computers: software 'temporary' programs; hardware like the ROM which contains permanent information; and firmware in which the information is relatively permanent, as in an EPROM (see EPROM).

Flip-Flop — a circuit which maintains one electrical condition until changed to the opposite condition by an input signal.

FORTRAN — an acronym for FORmula TRANslation, this is a high level, problem orientated computer language for scientific and mathematical use.

G

Gate — an electrical circuit which, although it may accept one or more incoming signals, only sends out a single signal.

Graphics — pictorial information as opposed to letters and numbers.

H

Hard Copy — computer output which is in permanent form.

Hardware — the physical parts of the computer (also see software and firmware).

Hexadecimal (Hex) — a numbering system to the base sixteen. The digits zero to nine are used, as well as the letters A, B, C, D, E and F to represent numbers. A equals 10, B equals 11, C equals 12, and so on. Hex is often used by microprocessor users.

Hex Pad — a keyboard designed specifically for entering hexadecimal notation.

High Level Language — a programming language which allows the user to talk to the computer more or less in English. In general, the higher the level of the language (that is, the

closer it is to English), the longer it takes for the computer to translate it into a language it can use. Lower level languages are far more difficult for human operators but are generally executed far more quickly.

I

Input — the information fed into the computer via a keyboard, a microphone, a cassette or a disk.

Input/Output (I/O Device) — a device which accepts information or instructions from the outside world, relays it to the computer, and then, after processing, sends the information out in a form suitable for storing, or in a form which could be understood by a human being.

Instruction — data which directs a single step in the processing of information by the computer (also known as a command).

Integrated Circuit — a complete electronic circuit imprinted on a semiconductor surface.

Interface — the boundary between the computer and a peripheral such as a printer.

Interpreter — a program which translates the high level language fed in by the human operator, into a language which the machine can understand.

Inverter — a logic gate that changes the signal being fed in, to the opposite one.

Interactive Routine — part of a program which is repeated over and over again until a specified condition is reached.

J

Jump Instruction — an instruction which tells the computer to go to another part of the program, when the destination of this move depends on the result of a calculation just performed.

K

K — this relates to the size of the memory. Memory is usually measured in 4K blocks. 1K contains 1,024 bytes.

Keyword — the trigger word in a line of programming, usually the first word after the line number. Keywords include STOP, PRINT and GOTO.

L

Language — computer languages are divided into three sections: high level languages, such as BASIC, which are reasonably close to English and fairly easy for humans to use; low level languages, such as Assembler, that use short phrases which have some connection with English (ADD for add and RET for return, for instance); and machine code which communicates more or less directly with the machine.

LCD — this stands for Liquid Crystal Diode. Some computers such as the TRS-80 Pocket Computer use an LCD display.

LED — this stands for Light Emitting Diode. The bright red numbers which are often used on watch or clock displays are made up of LEDs.

Logic — the mathematical form of a study of relationships between events.

Loop — a sequence of instructions within a program which is performed over and over again until a particular condition is satisfied.

M

Machine Language or Machine Code — an operation code which can be understood and acted upon directly by the computer.

Magnetic Disk — see Disk and Floppy Disk.

Mainframe — computers are generally divided into three groups, and the group a computer falls into depends more or less on its size. The computer you are thinking of buying is a microcomputer; medium sized computers are known as minicomputers; and the giant computers that you sometimes see in science fiction movies are mainframe computers. Until 15 years ago mainframe computers were, in practical terms, the only ones available.

Memory — there are two types of memory within a computer. The first is called ROM (read-only memory); this is the memory that comes already programmed on the

computer, which tells the computer how to make decisions and how to carry out arithmetic operations. This memory is unaffected when you turn the computer off. The second type is RAM (random access memory). This memory holds the program you type in at the keyboard or send in via a cassette or disk. In most computers the computer 'forgets' what is in RAM when you turn the power off.

Microprocessor — the heart of any computer. It requires peripheral unit interfaces, such as a power supply and input and output devices, to act as a microcomputer.

MODEM — stands for Modulator Demodulator. This is a device which allows two computers to talk to each other over the telephone. The computers usually use a cradle in which a telephone receiver is placed.

Monitor — this has two meanings in computer terms. One meaning is a television-like display. A monitor has no facility for tuning television programs, and usually the picture produced on a monitor is superior to that produced by an ordinary television. The second meaning of a monitor relates to ROM. The monitor of a computer is described as the information it has built in when you buy it. This information allows it to make decisions and carry out arithmetic computations.

Motherboard — a framework to which extra circuits can be added. These extra circuits often give the computer facilities which are not built-in, such as that of producing sound or of controlling a light pen.

MPU — an abbreviation for Microprocessor Unit.

N

Nano-second — a nano-second is one thousand billionth of a second, the unit of speed in which a computer or a memory chip is often rated.

Non-Volatile Memory — memory which is not lost when the computer is turned off. Some of the smaller computers such as the TRS-80 Pocket Computer have non-volatile memory. The batteries hold the program you enter for several hundred hours.

Not — a Boolean logic operation that changes a binary digit into its opposite.

Null String — a string which contains no characters. It is shown in the program as two double quote marks, without anything between them.

Numeric — pertaining to numbers as opposed to letters (that is, alphabetic). Many keyboards are described as being alphanumeric which means both numbers and letters are provided.

O

Octal — a numbering system which uses eight as the base, and the digits 0, 1, 2, 3, 4, 5, 6 and 7. The Octal system is not used very much nowadays in microcomputer fields. The Hexadecimal system is more common (see Hexadecimal).

Operating System — the software or firmware generally provided with the machine that allows you to run other programs.

OR — an arithmetic operation that returns a 1, if one or more inputs are 1.

Oracle — a method of sending text messages with a broadcast television signal. A teletext set is required to decode the messages. Oracle is run by Independent Television Service in the UK, and a similar service — Ceefax — is provided by the BBC.

Output — information or data fed out by the computer to such devices as a TV-like screen, a printer or a cassette tape. The output usually consists of the information which the computer has produced as a result of running a program.

Overflow — a number too large or too small for the computer to handle.

P

Pad — see Keypad.

Page — often used to refer to the amount of information needed to fill one TV screen, so you can talk about seeing a page of a program, the amount of the listing that will appear on the screen at one time.

PASCAL — a high level language.

Peripheral — anything which is hooked onto a computer, for control by the computer, such as a disk unit, a printer or a voice synthesiser.

Port — a socket through which information can be fed out of or in to a computer.

Prestel — the British telecom name for a system of calling up pages of information from a central computer via the

telephone and displaying them on a television screen. A similar commercial version in the United States is known as The Source.

Program — in computer terms program has two meanings. One is the list of instructions that you feed into a computer, and the second is used as a verb, as in 'to program a computer'.

PROM — stands for Programmable Read Only Memory. This is a device which can be programmed, and once it is then the program is permanent (also see EPROM and ROM).

R

Random Access Memory (RAM) — the memory within a computer which can be changed at will by the person using the computer. The contents of RAM are usually lost when a computer is turned off. RAM is the memory device that stores the program that you type in and also stores the results of calculations in progress.

Read-Only Memory (ROM) — in contrast to RAM, information in ROM cannot be changed by the user of the computer, and the information is not lost when the computer is turned off. The data in ROM is put there by the manufacturers and tells the computer how to make decisions and how to carry out arithmetic computations. The size of ROM and RAM is given in the unit K (see K).

Recursion — the continuous repetition of a part of the program.

Register — a specific place in the memory where one or more computer words are stored during operations.

Reserved Word — a word that you cannot use for a variable in a program because the computer will read it as something else. An example is the word TO. Because TO has a specific computer meaning, most computers will reject it as a name for a variable. The same goes for words like FOR, GOTO and STOP.

Routine — this word can be used as a synonym for program, or can refer to a specific section within a program (also see Subroutine).

S

Second Generation — this has two meanings. The first applies to computers using transistors, as opposed to first

generation computers which used valves. Second generation can also mean the second copy of a particular program; subsequent generations are degraded by more and more noise.

Semiconductor — a material that is usually an electrical insulator but under specific conditions can become a conductor.

Serial — information which is stored or sent in a sequence, one bit at a time.

Signal — an electrical pulse which is a conveyor of data.

Silicon Valley — the popular name given to an area in California where many semiconductor manufacturers are located.

SNOBOL — a high level language.

Software — the program which is entered into the computer by a user which tells the computer what to do.

Software Compatible — this refers to two different computers which can accept programs written for the other.

Static Memory — a non-volatile memory device which retains information so long as the power is turned on, but does not require additional boosts of power to keep the memory in place.

Subroutine — part of a program which is often accessed many times during the execution of the main program. A subroutine ends with an instruction to go back to the line after the one which sent it to the subroutine.

T

Teletext — information transmitted in the top section of a broadcast television picture. It requires a special set to decode it to fill the screen with text information. The BBC service is known as Ceefax, the ITV service as Oracle. Teletext messages can also be transmitted by cable, for example the Prestel service in Britain or The Source in the United States.

Teletype — a device like a typewriter which can send information and also receive and print it.

Terminal — a unit independent of the central processing unit. It generally consists of a keyboard and a cathode ray display.

Time Sharing — a process by which a number of users may have access to a large computer which switches rapidly

from one user to another in sequence, so each user is under the impression that he or she is the sole user of the computer at that time.

Truth Table — a mathematical table which lists all the possible results of a Boolean logic operation, showing the results you get from various combinations of inputs.

U

UHF — Ultra High Frequency (300-3000 megaHertz).

Ultra Violet Erasing — Ultra violet light must be used to erase EPROMs (see EPROM).

V

Variable — a letter or combination of letters and symbols which the computer can assign to a value or a word during the run of a program.

VDU — an abbreviation for Visual Display Unit.

Volatile — refers to memory which 'forgets' its contents when the power is turned off.

W

Word — a group of characters, or a series of binary digits, which represent a unit of information and occupy a single storage location. The computer processes a word as a single instruction.

Word-Processor — a highly intelligent typewriter which allows the typist to manipulate text, to move it around, to justify margins and to shift whole paragraphs if necessary on a screen before outputting the information onto a printer. Word-processors usually have memories, so that standard letters and the text of letters, written earlier, can be stored.

BIBLIOGRAPHY

This area of computing has not been overflooded with publications, and only recently have a number of books come onto the market — some excellent, some awful. Below, I mention only the good ones.

While a number of these books may not have been written specifically for your computer, the ones mentioned either have an informative text or adventures that can be easily converted to your machine.

Creating Adventure Games on Your BBC Micro
Ian Watt. Interface/Addison Wesley

Ian really does know his stuff when it comes to writing adventure programs. He has his own style of adventure writing and, in this book, he reveals all. It is a slim volume containing three adventures all in text so they can be converted to other computers.

Creating Adventure Programs on Your Computer
Andrew Nelson. Interface

I have met Andrew and he is full of interesting ideas, which he kindly shared with me. This book contains a number of adventures, all written in Microsoft BASIC — and easily converted to another computer. A particularly intriguing title is 'The Aftermath of the Asmovian Disaster'.

Adventure Writing
Aardvark-80, 2352 S. Commerce, Walled Lake, MI 48088, USA

This 16-page booklet, sold in the United States (for the exorbitant sum of $5), is a terrific help to all adventure writers. The adventure program included, 'Death Ship', is broken down in detail and comes with an addendum offering versions for most home computers.

Creating Adventure Games on Your Dragon 32
Clive Gifford. Interface

Five full adventures are explained in detail, one of which has now been transferred to cassette and disc software. Three of the five adventures can be converted for use on other computers without much difficulty.

The ZX81 Pocket Book
Trevor Toms. Phipps Associates

Only one section is devoted to adventures but, in it, the author details a vastly different approach to adventure writing. The book may be worth buying, particularly if you can find it at a discounted price.

Creating Adventures on Your Spectrum
Peter Shaw/James Mortleman. Interface

I know Peter well — he is on the editorial board of *Your Spectrum* magazine — and this is a strong book with many novel adventures, some featuring excellent graphics. Another point of note: the illustrations in this book were drawn by Peter himself.

Writing BASIC Adventure Games for the TRS-80
Frank Dacoeta. Tab Books

This is a useful guide to writing adventures. It was the book I first cut my teeth on and it is still proving invaluable now.

Write Your Own Adventure Programs for Your Microcomputer
Tyler/Howarth. Osborne

At just under £2 this must be the best value adventure book around. Do not be put off by the childish presentation, for the book has some serious things to say.

THE VIRGIN COMPUTER SERIES
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